NINTENDO 64

HUGE N64 REVIEWS– ROBOTRON 64, TETRISPHERE–AND MORE!

# NINTENDO POWER

YELOMORYE DAM
MISSION
NEUTRALIZ
COMPLETE
INSTALL CO
INTERC
NGEE
MISSION STATUS: INCOMPLETE
7 93

NINTENDO OF AMERICA, INC.
P.O. Box 97043
Redmond, WA 98073-9743

ADDRESS CORRECTION
REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

Strategy Special
## STAR FOX 64
Test Your Medal!

## GOLDENEYE 007™
Top Secret
16-Page Mission Briefing

## MISCHIEF MAKERS
N64 PREVIEW

Game Boy
Ken Griffey Jr. Presents MLB
Tetris Plus

AUG VOLUME 99
US $4.95 / CANADA $5.95

Official Nintendo Seal of Quality

Star Fox Air
TO BE USED IN CASE OF EMERGENCY
HURL
BAG

Get a tasty deal
anyone can swallow:
12 issues for the price of
4 at the newsstand.
Send this in now or
call 1-800-255-3700.

CALL MON.- SAT. 6 A.M. TO 9 P.M. SUNDAYS 6 A.M. TO 7 P.M. (PST). VISA AND MASTERCARD ACCEPTED.

START A NINTENDO POWER SUBSCRIPTION FOR MY FRIEND:

☐ 12 ISSUES FOR $19.95 U.S. ($27.95 CDN)*
$59.40 NEWSSTAND PRICE — SAVE $39.45!

☐ 24 ISSUES FOR $36.95 U.S. ($51.95 CDN)*
$118.80 NEWSSTAND PRICE — SAVE $81.85!

* PRICES LISTED INCLUDE ALL APPLICABLE TAXES. PRICES ARE SUBJECT TO CHANGE. PLEASE ALLOW 4-6 WEEKS FOR DELIVERY. STAR FOX 64 T-SHIRT OFFER EXPIRES 12/31/97.

AND SEND THEM THE PLAYER'S GUIDE CIRCLED BELOW!

STAR FOX 64 #2806
MARIO KART 64 #2807
SUPER MARIO 64 #2808

AND SEND ME A LIMITED EDITION STAR FOX 64 T-SHIRT!
(ONLY SIZE AVAILABLE IS ADULT LARGE)

MY NAME AND MEMBER NUMBER:

MBR# (LOCATED ABOVE YOUR NAME ON YOUR MAGAZINE ADDRESS LABEL.)

FIRST NAME
LAST NAME
STREET NUMBER
STREET NAME
CITY
STATE/PROVINCE
ZIP/POSTAL CODE

MY FRIEND'S NAME AND ADDRESS (MUST BE DIFFERENT FROM MEMBER):

FIRST NAME
LAST NAME
STREET NUMBER
STREET NAME
CITY
STATE/PROVINCE
ZIP/POSTAL CODE
PHONE NUMBER
BIRTH DATE M M D D Y Y

PAYMENT FOR THIS MEMBERSHIP MADE BY (CHECK ONE):

☐ CHECK OR MONEY ORDER ☐ VISA ☐ MASTERCARD

PAYABLE TO NINTENDO (PLEASE DON'T STAPLE YOUR PAYMENT TO THE ORDER FORM OR SEND CASH. SENDING CASH WILL HOLD UP PROCESSING OF ORDER.)

CREDIT CARD NUMBER
EXPIRATION DATE M M / Y Y
CARDHOLDER'S FIRST NAME
LAST NAME

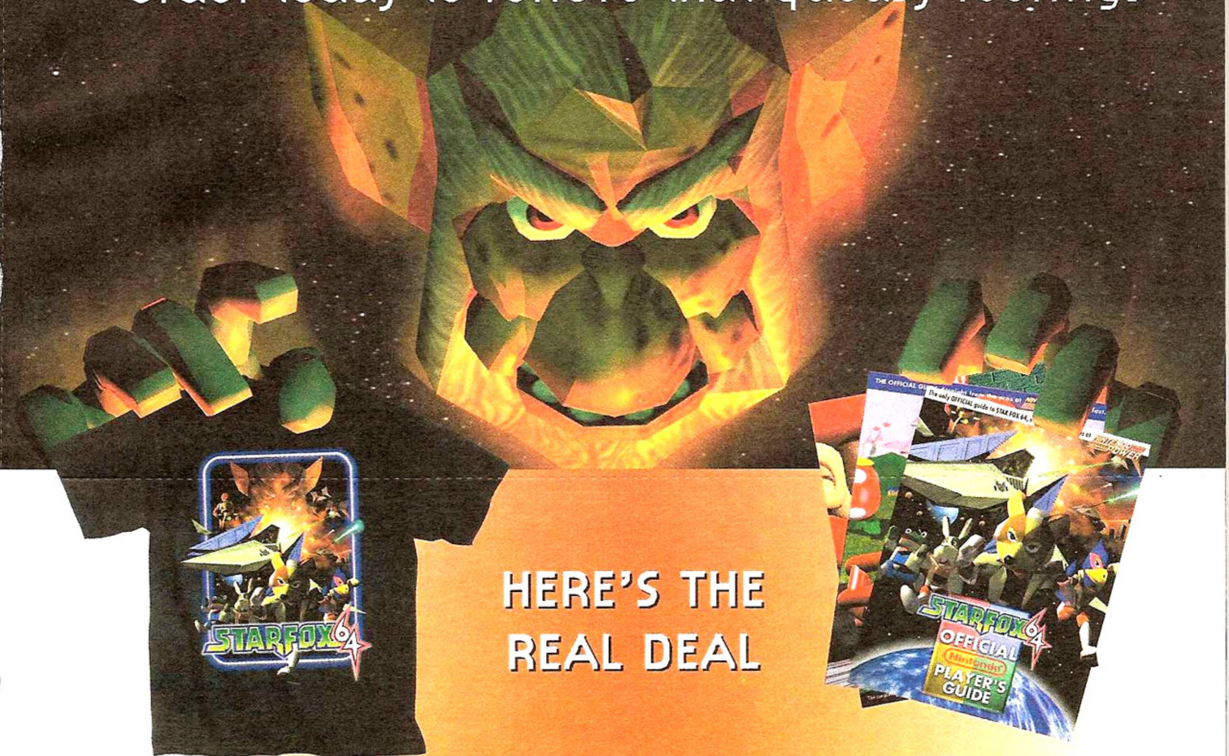
CARDHOLDER'S SIGNATURE ______

ENCLOSE THIS ORDER FORM WITH YOUR PAYMENT OR CREDIT CARD INFORMATION IN A STAMPED ENVELOPE AND MAIL TO:

NINTENDO POWER®
P.O. BOX 97043, REDMOND, WA 98073-9743

CANADIAN RESIDENTS: REMEMBER TO USE AN INTERNATIONAL POSTAGE STAMP.

Order today to relieve that queasy feeling.


STARFOX 64
THE OFFICIAL GUIDE
NINTENDO POWER
STARFOX 64
OFFICIAL
Nintendo
PLAYER'S GUIDE

## HERE'S THE REAL DEAL

➊ Get a friend to subscribe to *Nintendo Power* and you'll get this FREE Limited Edition Star Fox 64 T-shirt.

{ PLUS }

➋ Your friend gets to choose one of three Player's Guides for the coolest N64 games!

Use the mail-in form on the other side of
this card or call 1-800-255-3700 for fast relief!

# PREVENT AIR SICKNESS

NINTENDO POWER
STAR WARS SHADOWS OF THE EMPIRE
MARIO KART 64
MARIO KART 64
TUROK
BLAST CORPS
DOOM 64
DOOM 64
STAR FOX 64

## Read *Nintendo Power* Magazine.

We'll teach you not to TOSS YOUR COOKIES when you're performing the gut-wrenching, stomach-churning combat maneuvers in the exciting new game, Star Fox 64. You'll get 12 issues packed with all the tips and tricks you need for all of your Nintendo games.

Plus, your subscription includes our special Bonus Issue, Nintendo Character Collector's Cards, and Super Power Stamps which you can use to buy cool Nintendo STUFF in our subscriber-exclusive Super Power Supplies Catalog!!

Better order today—then you'll be able to handle anything the evil Emperor Andross THROWS UP AT YOU! Call 1-800-255-3700 to subscribe for just $19.95 a year.*

*Canadian residents pay $27.95

GOLDENEYE
007
TM

AS JAMES BOND, AGENT 007, YOU MUST STOP THE MYSTERIOUS TERRORIST KNOWN AS JANUS FROM USING THE DEADLY GOLDENEYE SATELLITE TO BLACKMAIL THE WORLD. WE HAVE A TOP SECRET FILE CRAMMED WITH MAPS AND TIPS FOR COMPLETING EVERY MISSION ON EVERY DIFFICULTY LEVEL. FOR ENGLAND, JAMES.

Nine years ago

P. 10

# CONTENTS

Volume 99 August 1997

## MULTI RACING CHAMPIONSHIP

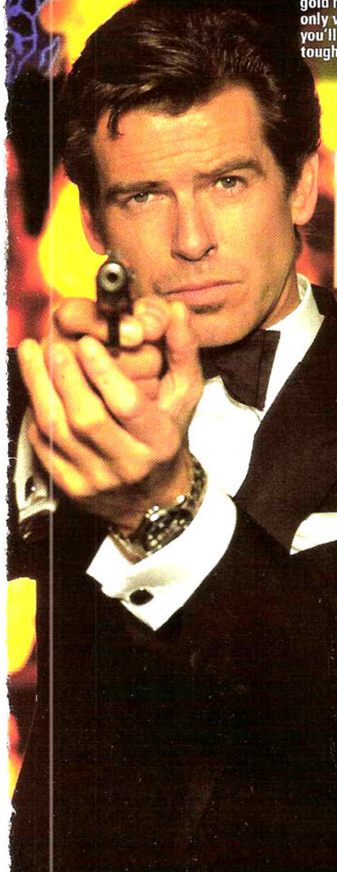
We took Ocean's Multi Racing Championship for a supremely smooth test drive, and now it's your turn to get behind the wheel of the most exciting racing game yet for the N64. Shift into high gear with eight pages of racing strategies and course maps from the Nintendo Power pit crew. You'll swear you can feel the rumble and throb of 500 horsepower beneath your fingertips!

P. 30

## STARFOX 64

Even if you've won the final battle against Andross, the war is not over yet! Our top military strategists have come up with mission plans that will help you score hit points and gold medals in every stage of Star Fox 64. Not only will you be a decorated war hero, but you'll also enable a hidden extra mode with tougher missions and new Vs. Mode features.

P. 42



## STRATEGY

GOLDENEYE 007 10

MULTI RACING CHAMPIONSHIP 30

STAR FOX 64 42

TETRISPHERE 51

ROBOTRON 64 66

BRUNSWICK WTOC 72

KEN GRIFFEY JR. PRESENTS: MLB 76

TETRIS PLUS 88

## SPECIAL FEATURES

MISCHIEF MAKERS PREVIEW 26

BLAST CORPS COMIC: EPISODE THREE 58

## EVERY ISSUE

PLAYER'S PULSE 6

POWER CHARTS 8

CLASSIFIED INFORMATION 38

PLAYER'S POLL CONTEST 82

COUNSELORS' CORNER 84

ARENA 92

NOW PLAYING 94

PAK WATCH 98

NEXT ISSUE 106

GAME LIST 106

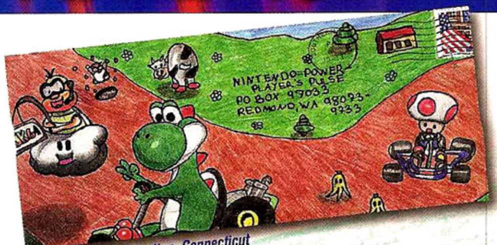
## TETRISPHERE

If you're looking for a fresh challenge, you've come to the right place. Tetrisphere's 3-D puzzles will tax your physical and mental skills to their limits. Our seven-page review will give you everything you need to flip, nip and tuck your way to Tetrisphere success—but we still can't guarantee that you won't have conniptions along the way!

P. 51

# PLAYER'S PULSE

**One issue and counting! In September, we'll celebrate the 100th volume of Nintendo Power, and we want to know what you'd like to see in our next 100 issues. Send us your ideas–maybe you could become a part of NP history by having your letter featured in #100!**



Jill Czajkowski • Shelton, Connecticut

NINTENDO POWER
PLAYER'S PULSE
P.O. Box 97033
Redmond, WA 98073-973
ZERO

Joshua Pomeroy • Eaton, Indiana

## More Ideas for Volume 100

Your 100th issue should include the most famous games–not just N64 ones. Put in the NES classics–they were awesome, but everyone forgot the magic they brought. Also, add tips for those games, so everyone can experience the precious moments they bring. I think you should make all those games for the N64. Then, people who didn't experience the magic could. Don't be concerned with the future, but the past.

***Zeke Kassock***
***Via the Internet***

In Arena in the 100th issue, I think you should choose a Nintendo "dream team" by listing the names of people who have posted some of the most extraordinary times and scores ever. You should have a feature on the best Classified Information of all time and feature some of the best and funniest letters you've published in Player's Pulse.

***Phil King***
***Via the Internet***

Here is another idea for the 100th issue: You should have a lot more Insider Update.

***Tom Delaney***
***Via the Internet***

Your 100th issue of Nintendo Power should have a gold cover with silver pages, and every consonant should be intricately carved in ruby and every vowel carved in emerald. A $100,000 bill should be tucked in every page. Now, what should the first place prize for the Player's Poll Contest be?

***J. Caines***
***Via the Internet***

*How about awarding the winner your secret personal identification number and access to your bank account?*

I have the perfect idea for the 100th issue of Nintendo Power. Inside should be this massive review on all Nintendo games. You should grade each game and give a short little write-up. Codes and passwords should fill the magazine. That would make the perfect issue!

***Kyle Boyce***
***Fulton, NY***

## Issue 100 ideas:

1. Scratch and sniff page. Helps increase game play: While playing Super Mario 64, take a whiff of what Mario's feet would smell like after that long jog through the desert.
2. Did anyone say stickers?
3. Embossed foil stamped cover of Metal Mario.
4. Character air fresheners–great for car, office and home.
5. Pop-up page. Imagine flipping through the mag and Mario pops up right in your own living room.
6. 3-D glasses–the kind that give you a migraine. We could view Mario mercilessly throwing the baby penguin over a cliff–all in 3-D.
7. A section called "How to Draw" (snicker).

***Tyler Thomson***
***Via the Internet***

First, let me tell you I am very excited about the 100th issue coming soon (just as other NP lovers wait anxiously for the 100th issue). You've done a great job and have come far since the first issue of Nintendo Power. Much credit needs to be given to you guys and gals at Nintendo. Now, for the 100th issue, you should have a section featuring a few of the online NOA people like Amy J., Travis W., Dan O. and Kent!

***Heather Cattles***
***Via the Internet***

Here are my suggestions for issue 100: Include a free tip guide with every tip from Counselors' Corner and Classified Information. Create an Arena challenge for a classic game. (My recommendation: reach Ganon in The Legend of Zelda without using the sword or ring.) And, give a list of the highest Tetris scores you've ever received in Arena. Since Tetris has probably been played more than any other game, it would be nice to know what the highest scores are.

***Gregory Irgang***
***Port Washington, NY***

Well, one more issue. My brother and I are CRAAAZY about the Nintendo 64, and I would like you to put in every code possible for the 100th issue. I wonder if you could make a contest with a grand prize of an N64, because I know that there are people out there who read

Francis Viniegra • Calgary, Alberta

SET READY
NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733
TUROK DINOSAUR HUNTER

Background Art: Anthony Franks • Buffalo Grove, Illinois

Brennan Hepner • Stonewall, Manitoba

STARFOX
NINTENDO POWER CUP CONTEST
P.O. BOX 957
REDMOND, WA.
98073-0957

your magazine but don't own N64s. I know that it's torture for them to see how good and fun these games look, especially Space Station: Silicon Valley. I plan on getting it the second it comes out.

**Scott Davis**
**Via the Internet**

Hey! I think that in your 100th issue, you should do a salute to everyone's favorite dinosaur, Yoshi! You should do a Yoshi comic, Yoshi magic eye pictures and tons of other Yoshi stuff!!!

**Jesse Misener**
**Via the Internet**

*Whew! For a second there, Jesse, we thought you were talking about Barney! A dino-sized thanks to everyone for their spectacular suggestions on our 100th issue, and we hope that you can wait one more month until our super centennial!*

## Idea Power

I have a great idea for Nintendo Power magazine. How about a section highlighting gamers who have come up with their own ideas for characters in tournament games, like Mortal Kombat, or who have made up their own adventure or RPG concept?

**Cameron Hatley**
**Nairobi, Kenya**

## The End as We Know It

In response to Joe Mackie's letter in Volume 97 regarding bad endings, I agree 100%. I think you all do a great job, but I think you could try to make our game-playing hours more satisfying by supplying a good ending.

**Les Peek**
**Via the Internet**

Luke Houseworth • Ithaca, New York

Joe Mackie is very wrong. The N64 endings are great! The cake baking in the ending of Super Mario 64 would be a bad ending, if that was the entire ending, but it's not. The princess talked, and I've never heard her talk before. The graphics were a great showing of what the N64 can do. In Mario Kart 64, the shots of the raceways were cool, and so was Mario talking at the end with the castle in the background. With some of the other endings, like PilotWings 64, the end credits let you know who helped you have all that fun. Yes, Joe, the N64 is a gift from above, and the N64 endings are awesome.

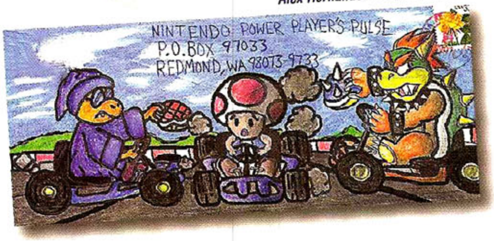
**Michael McSorley**
**Trenton, OH**

If there was no plot, what would be the point of playing the game?!? Certain plots are the same thing over and over again (Mario, ahem). Mario has now basically turned into a slightly different version of

Jared Bogdan • Baltimore, Maryland

DONKEY KONG COUNTRY 3
DK
KONG
FUNKY KONG

Alex Hernandez • Yuma, Arizona



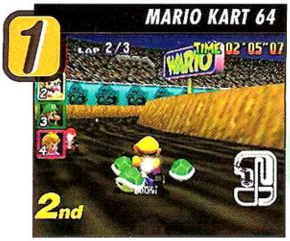
NINTENDO POWER
Publisher
M. Arakawa
Editor in Chief
Gail Tilden
Producer
Yoshio Tsuboike
Senior Editor
Leslie Swan
Senior Writer/Editor
Scott Pelland
Staff Writers
Jason Leung
Terry Munson
Paul Shinoda
Contributing Writer
Tom Wharton
Editorial Consultants
Jeff Bafus
Howard Lincoln
Peter Main
Dan Owsen
Phil Rogers
Juana Tingdale
Editorial Assistant
Todd Dyment
Production Coordinators
Mayumi Colson
Machiko Oehler
Nancy Ramsey
Design/Prepress Supervisor
Jay Wergin
Design Lead
Kim Logan
Design/Prepress
Jim Catechi
Tim Garret
Mark Johnson
David Wharton
Electronic Prepress Assistants
Jessie Brown
Julie Furer
Michael Ortlieb
Tanya Sharp
Design, Game Strategy & Illustration
V DESIGN
V Design Art Director
Yoshi Orimo
V DESIGN
Katsuyuki Asanuma
Scott Douwes
Sonja Morris
Marty Pappas
Ritsuko Yamaji
Cover Design
Griffes Advertising

VOLUME 99-AUGUST 1997
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada). ©1997 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

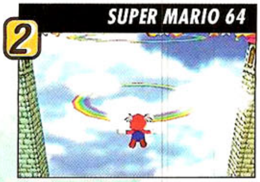
# POWER CHARTS

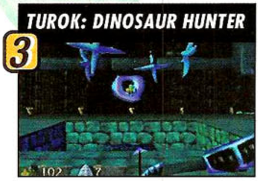
Link and Mario have enjoyed quite a winning streak on top of the Power Charts. Will their good fortune take them well past Volume 100, or will Nintendo Power's centennial mark a time of change? It's all up to you, so be sure to vote by filling out the Player's Poll Card and sending it in to us!

## NINTENDO 64 TOP 10


1
MARIO KART 64
LAP 2/3
TIME 02'05"07
WARIO
2nd

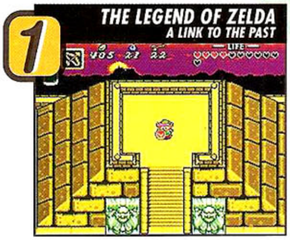
Mario Kart gets back on track to zip up four spots and reclaim the pole position. Following in its smoke screen, GoldenEye stealthily sneaks in at number seven to shake (and not stir) up the N64 Power Charts.


2
SUPER MARIO 64

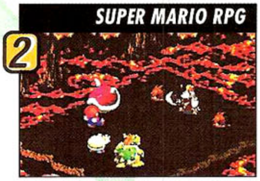

TUROK: DINOSAUR HUNTER
3

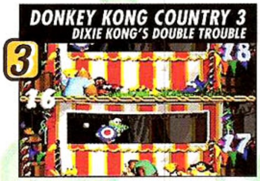
| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | MARIO KART 64 | NINTENDO | 5 | 8 |
| 2 | SUPER MARIO 64 | NINTENDO | 1 | 11 |
| 3 | TUROK: DINOSAUR HUNTER | ACCLAIM | 2 | 11 |
| 4 | STAR WARS: SHADOWS OF THE EMPIRE | NINTENDO | 3 | 11 |
| 5 | BLAST CORPS | NINTENDO | 4 | 3 |
| 6 | STAR FOX 64 | NINTENDO | 6 | 3 |
| 7 | GOLDENEYE | NINTENDO | — | 8 |
| 8 | DOOM 64 | MIDWAY | 8 | 3 |
| 9 | CRUIS'N USA | NINTENDO | 7 | 8 |
| 10 | WAVE RACE 64 | NINTENDO | 9 | 11 |

## SUPER NES TOP 10


1
THE LEGEND OF ZELDA
A LINK TO THE PAST
LIFE

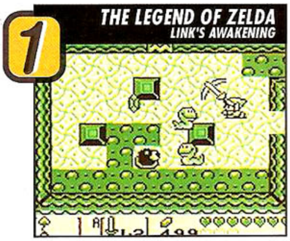
While Link still holds on to the top spot, Mario and the Kong clan dominate the rest of the Super NES Power Charts, each with three games to their proud names in the top ten.


SUPER MARIO RPG
2

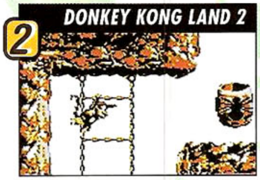

DONKEY KONG COUNTRY 3
DIXIE KONG'S DOUBLE TROUBLE
3
18
16
17

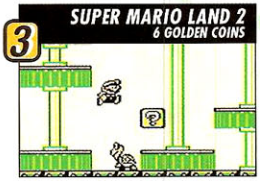
| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: A LINK TO THE PAST | NINTENDO | 1 | 66 |
| 2 | SUPER MARIO RPG | NINTENDO | 3 | 16 |
| 3 | DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE | NINTENDO | 2 | 10 |
| 4 | FINAL FANTASY III | SQUARE | 5 | 32 |
| 5 | CHRONO TRIGGER | SQUARE | 7 | 25 |
| 6 | DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST | NINTENDO | 8 | 28 |
| 7 | SUPER MARIO KART | NINTENDO | 4 | 52 |
| 8 | DONKEY KONG COUNTRY | NINTENDO | 6 | 34 |
| 9 | SUPER MARIO WORLD 2: YOSHI'S ISLAND | NINTENDO | — | 22 |
| 10 | SUPER METROID | NINTENDO | 9 | 40 |

## GAME BOY TOP 5


1
THE LEGEND OF ZELDA
LINK'S AWAKENING

In recent months, Zelda, Tetris and Donkey Kong Land games have monopolized the top five, but this month, the Super Mario Land games score one last shot at glory before we ring in Volume 100.


DONKEY KONG LAND 2
2


SUPER MARIO LAND 2
6 GOLDEN COINS
3

| | GAME | COMPANY | LAST MONTH | MONTHS ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: LINK'S AWAKENING | NINTENDO | 1 | 52 |
| 2 | DONKEY KONG LAND 2 | NINTENDO | 2 | 12 |
| 3 | SUPER MARIO LAND 2: 6 GOLDEN COINS | NINTENDO | — | 57 |
| 4 | DONKEY KONG LAND | NINTENDO | — | 31 |
| 5 | WARIO LAND: SUPER MARIO LAND 3 | NINTENDO | — | 36 |

## MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. STAR FOX 64 (N64)
4. EARTHBOUND 64 (N64)
5. YOSHI'S ISLAND 64 (N64)
6. NINTENDO 64
7. CLAY FIGHTER 63 ⅓ (N64)
8. MARIO KART 64 (N64)
9. TUROK: DINOSAUR HUNTER (N64)
10. SUPER MARIO 64 (N64)

# LETTERS, CONTINUED...

the Road Runner. Playing Super Mario 64 is like watching a tired episode where Bowser (Wyle E. Coyote) once again tries to capture Peach (the Road Runner). What about royal castle security? Try this at Buckingham Palace–dress up as a huge turtle, then try to take Lady Di from her bedroom. Fat chance. Why isn't Peach installing security? Now, if you'll excuse me, I think the Road Runner is on.

***Andrew Hancock***
***Saskatoon, Saskatchewan***

*Beep! Beep! Like an Acme Jet Pack-Rollerskate-Missile Launcher, the debate on whether game endings are stellar or not continues to explode. Let us know how you feel about the endings–are they the perfect payoff for hours of game play or are they a lame letdown?*

## Phone Friends

In Nintendo Power, you have made a big deal out of the Internet and Game Counselor services you provide. However, I don't believe any credit has been given to the main Nintendo phone service (1-800-255-3700). You can call it nearly any time during the day for helpful information on hooking up a system, troubleshooting, subscriptions and other things, and it's toll-free. When I got Super Mario 64, its loud noises sounded very buzzy. I called up, and, after a little wait, a real helpful guy helped me out. He gave me advice and stayed on the line until I was sure the system and game were perfect. I believe Nintendo has great quality assurance, its operators make sure of it, and that Nintendo is the best!

***Steven Burrell***
***Rochester, NY***

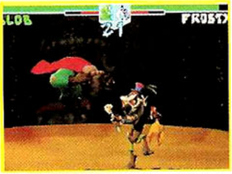
## Rumbling Across America

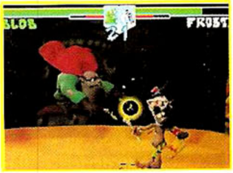
To celebrate the launch of Star Fox 64, Team Nintendo rolled out in a van equipped with loads of N64s and new games to preview. The van set out on a cross-country road trip to introduce the U.S. to the Rumble Pak and Fox McCloud's latest mission. The van rumbled from Seattle to Salt Lake City, Denver, Kansas City, Minneapolis-St. Paul, Chicago, Columbus, Philadelphia, and Charlotte before finally reaching its destination at E3 in Atlanta. Along the way, news media and lucky gamers from area Boys' and Girls' Clubs got the opportunity to try out the game before it hit the shelves. Dark Rift, Aero Fighters Assault, Hexen, Extreme G, and San Francisco Rush were also on hand for test drives.

After hitting the road, Team Nintendo's Thom Leonard concluded, "You know it's a good video game when you forget to blink your eyes!"

## To Err is Human

*Nobody's perfect, and in Volume 97 we made a few goofs. We erroneously mentioned on the cover that we would be featuring Blast Corps strategies inside. We got a little ahead of ourselves, because the Blast Corps expert strategies actually appeared in the following month's issue. In Classified Information, the Power Special for NBA Hang Time is a code for the Super NES, not the N64. On page 71, Mega Man X3 is actually covered in the Volume 88 edition of Counselors' Corner, rather than in Volume 96. Finally, in our Clay Fighter 63 ⅓ review, we displayed the wrong screen shots for Boogerman's Hop Attack (↓ ↓ + P). Here's how it should really look:*





## WRITE AWAY RIGHT AWAY!

**Can you feel the excitement? We can hardly wait to unleash Volume 100 on you next month. If you're as excited as we are, let some of that anxiety out and write us–it's your last chance to sound off before the landmark event powers up!**

**NINTENDO POWER PLAYER'S PULSE**
**P.O. BOX 97033**
**REDMOND, WA 98073-9733**
**E-mail: noapulse@nintendo.com**

## PHONE DIRECTORY

### NINTENDO POWER SUBSCRIPTIONS, SYSTEM SET-UP AND REPAIR

**1-800-255-3700**
**(1-800-422-4281 TDD)**
6 a.m-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
French- and Spanish-speaking representatives are available.

### TALK TO A GAME COUNSELOR

**1-900-288-0707**
U.S. $1.50 per minute

**1-900-451-4400**
Canada $2.00 per minute

**(1-425-883-9714 TDD)**
6 a.m.-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call.

### POWER LINE

**1-425-885-7529**
**Prerecorded Game Tips and Future Product Information**

News about recent releases and upcoming games for all Nintendo systems.
Call for help on Star Fox 64, Hexen, War Gods, Super Mario 64, Blast Corps, Turok: Dinosaur Hunter, Doom 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land for the Game Boy, any Zelda game, Donkey Kong Country 1, 2, and 3, Harvest Moon, Lost Vikings 2, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

### NINTENDO POWER SOURCE

**www.nintendo.com**
**E-mail: nintendo@nintendo.com**

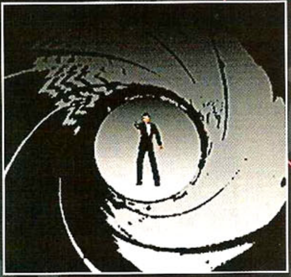
*Background Art: Tim Foster • Sissonville, West Virginia*

# THE NAME IS BOND. JAMES BOND.

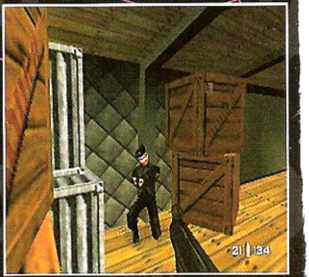
GoldenEye 007™

© 1997 Nintendo/Rare. Game by Rare. © 1962, 1995 Danjaq, Inc. & U.A.C. All Rights Reserved. © 1997 Eon Productions Ltd. & Mac B. Inc.

*This month Nintendo and Rare present GoldenEye, a Rumble-Pak enhanced, movie based, 3-D action thriller that will redefine the quality gamers expect from first-person perspective games. Plug in your Rumble Pak and crank up the soundtrack—the tactile feedback from your controller will leave you shaken, and GoldenEye's breathtaking suspense will have you stirred.*



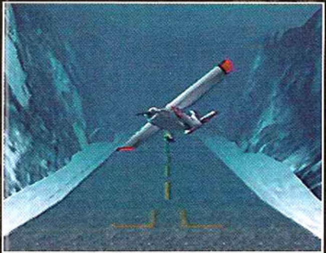
The Cold War is over, but new foes are seizing control of the former Soviet Union's weapons of mass destruction. One such device is the GoldenEye Satellite, a space weapon capable of delivering a devastating electromagnetic pulse over a battlefield or city. Now a mysterious underworld figure has stolen the computerized control cards for the GoldenEye Satellite, and it's up to James Bond, British Secret Agent 007, to end the global crisis. But before Bond can make the world safe for future generations, he must solve the mysteries of his past, beginning with the untimely demise of his friend and equal, Alec Trevelyan, British Secret Agent 006.

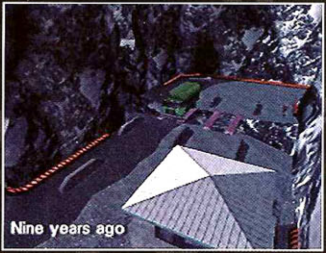


# CAMERA'S ROLLING...ACTION 007

From exciting, action-packed cinematic sequences to Monty Norman's famous James Bond theme music, GoldenEye has all the elements to make you feel like you're the leading man in a major motion picture. The animation sequences also serve a double purpose—these scenes contain vital clues that will assist you in meeting your mission objectives.

Severnaya Installation, Siberian Plateau

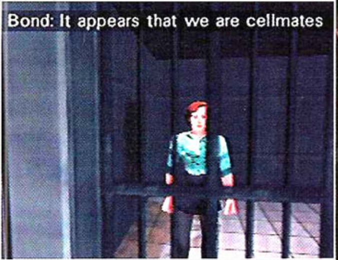




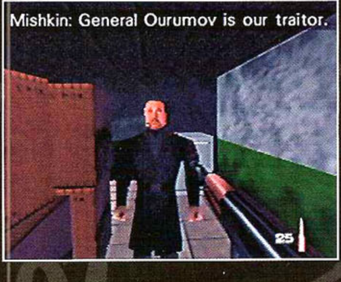
Nine years ago

# SUAVE AND SOPHISTICATED 007

Being a secret agent means you're in the intelligence business—you're required to use an equal measure of brains with your brawn. Many mission objectives involve breaking into computer systems or locating and identifying allies that can assist you in your cause, which mirrors the high tech intrigue found throughout the movie.



Bond: It appears that we are cellmates

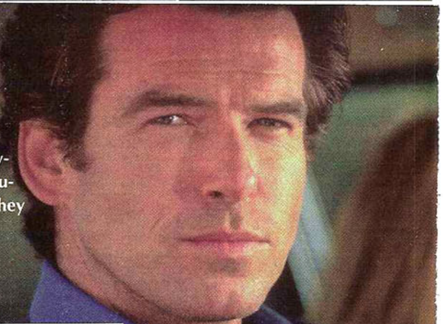


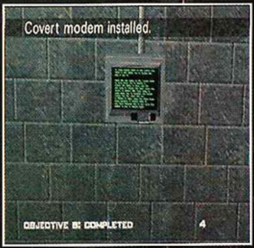
Mishkin: General Ourumov is our traitor.

Most first-person perspective games involve blasting everything in sight, but GoldenEye challenges players to use their brains with their brawn, especially on stealth missions in which they must locate allies or hack into computer systems. If you neutralize an innocent bystander or destroy the wrong computer, your mission will be a failure.

# TOOLS OF THE TRADE 007

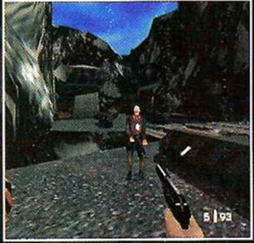
GoldenEye is packed with guns and gadgetry. While many first-person games focus on creating carnage, the developers at Rare added lots of cleaver devices, and players are rewarded for choosing the appropriate tool for a given situation. There's usually more than one way to complete a mission, and if players use their brains, they might find easy ways out of their predicaments.





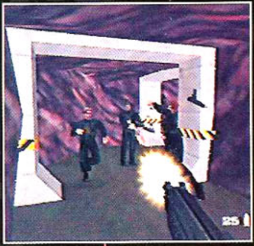
## GADGETS

Espionage in the Information Age has changed significantly since the days of Dr. No. While 007 still carries his micro spy camera, most of his new equipment includes covert modems, door decoders, automatic bomb defusers and high speed data copying devices.



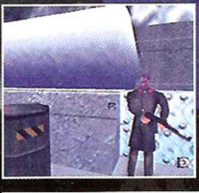
## HANDGUNS

Pistols are easy to conceal, making them the primary weapons for most missions. Some handguns can be fitted with silencers and are ideal for covert assignments. Other pistols have tremendous power and are capable of firing through doors and thin barriers.



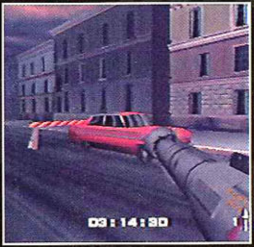
## AUTOMATIC WEAPONS

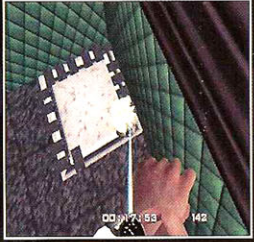
The game features a massive arsenal of automatic weapons with various rapid rates of fire. While these weapons are effective for holding large groups of enemies at bay, most automatics will recoil slightly, throwing off your aim as you fire repeatedly.



## EXPLOSIVES

Bond's arsenal is filled with volatile explosives ranging from grenades and plastic explosives to three versions of specialized mines. All mines have adhesive bases that attach to almost any kind of surface you'll find in the game. Remote mines are activated by a detonator you carry on your watch, but timed mines have a five second fuse, so you must plant them and run for cover. Proximity mines explode when they sense motion—remember where you place them so you don't stumble into your own trap.





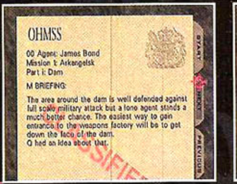
## SPECIAL WEAPONS

Q has a couple of fancy weapons you can easily conceal, like your handy Watch Laser. There are other special weapons hidden in crates and alcoves throughout the game. If you're resourceful, you'll find that these devices have multiple applications.

# ALL THE DETAILS IN BRIEFS 007

Each assignment in the Mission Game begins with the review of six or seven pages in a dossier stuffed with confidential information from MI6. The first file always outlines your assignment's primary objectives. You cannot continue to the next mission until you complete the primary objectives and get out of the scenario alive. The other files contain brief summaries of the situation and notes from your meetings or conversations with M, Q and Moneypenny.

## M BRIEFING



OHMSS

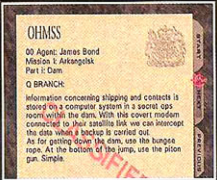
00 Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

M BRIEFING:

The area around the dam is well defended against full scale military attack but a lone agent stands a much better chance. The easiest way to gain entrance to the weapons factory will be to get down the face of the dam.
Q had an idea about that.

M will brief you on your mission and give you detailed background information outlining the key objectives necessary for fulfilling your assignment.

## Q BRANCH



OHMSS

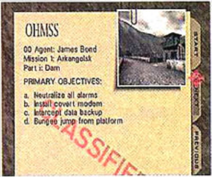
00 Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

Q BRANCH:

Information concerning shipping and contacts is stored on a computer system in a secret ops room within the dam. With this covert modem connected to their satellite link we can intercept the data when a backup is carried out.
As for getting down the dam, use the bungee rope. At the bottom of the jump, use the piton gun. Simple.

Q always has a tip or two on how to use his gadgets in the field. You'll receive special tools to use on certain missions. Try to return them in one piece.

## OBJECTIVES



OHMSS

00 Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

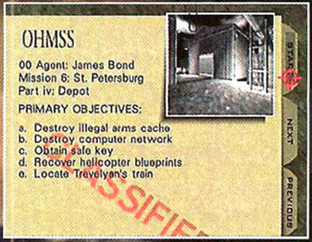
PRIMARY OBJECTIVES:

a. Neutralize all alarms
b. Install covert modem
c. Intercept data backup
d. Bungee jump from platform

The number of objectives on a mission increases when you pick a higher difficulty level. The most common directive is to minimize civilian casualties.

# THREE LEVELS OF THRILLS 007

GoldenEye has three difficulty levels: Agent, Secret Agent and 00 Agent. While most first-person games make their difficulty levels harder by progressively weakening your character, GoldenEye's most challenging levels have increased assignments. For example, in Servernaya's Surface Mission, beginning agents must complete one objective. 00 Agents must sneak around and execute five times as many assignments before they're allowed to move on to the next assignment.

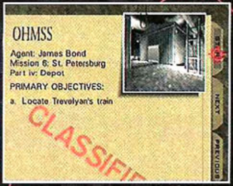


OHMSS

00 Agent: James Bond
Mission 6: St. Petersburg
Part iv: Depot

PRIMARY OBJECTIVES:

a. Destroy illegal arms cache
b. Destroy computer network
c. Obtain safe key
d. Recover helicopter blueprints
e. Locate Trevelyan's train



OHMSS

Agent: James Bond
Mission 6: St. Petersburg
Part iv: Depot

PRIMARY OBJECTIVES:

a. Locate Trevelyan's train

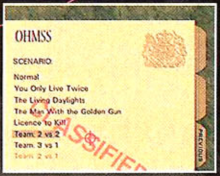
AGENT SECRET AGENT 00 AGENT

# MULTIPLAYER MAYHEM 007

You can shoot it out with up to three other players in GoldenEye's Multiplayer Mode, just like Bond and Scaramanga did in The Man with the Golden Gun. Multiplayer Mode has a varied assortment of arenas and characters featured in GoldenEye and other 007 movies. You'll find additional hidden agents and arenas as you complete GoldenEye's Mission Mode at different difficulty levels.

## SCENARIOS

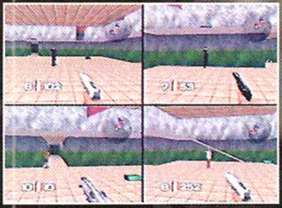
Players can select from eight multiplayer scenarios including a competitive shoot-out, free-for-all and variations of two-on-two, three-on-one and two-on-one team play. There are also special matches such as You Only Live Twice, where players have only two lives, The Man with the Golden Gun, where the player with the Golden Gun can defeat enemies with a single shot, Licensed to Kill, where every hit is fatal, and The Living Daylights, where the winner is the player who carries the flag the longest.



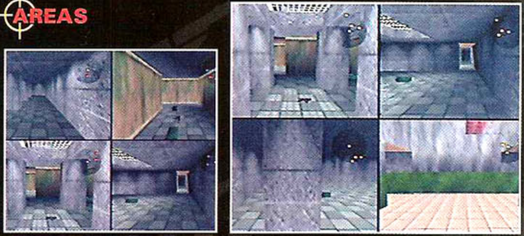
OHMSS

SCENARIO:

Normal
You Only Live Twice
The Living Daylights
The Man With the Golden Gun
Licence to Kill
Team: 2 vs 2
Team: 3 vs 1
Team: 2 vs 1



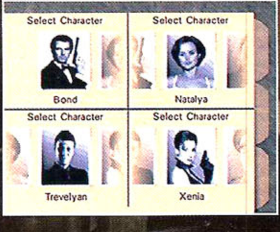
## AREAS



When you first start playing GoldenEye, you can choose between nine different multiplayer arenas, but as you progress through the levels in the Mission Game, you'll eventually earn access to two special areas, including a secret arena you won't find until you complete all of the missions as a 00 Agent. The mazes in each multiplayer arena vary in complexity, but victory often depends on how familiar you are with your environment.

## CHARACTERS

Players initially can choose to assume one of eight different personalities from the GoldenEye movie in a multiplayer contest, but you'll find more characters as you finish the various difficulty levels in the Mission Mode. There are a total of four additional hidden characters, so depending on how far you progress in your missions, you could choose from a dozen different characters.

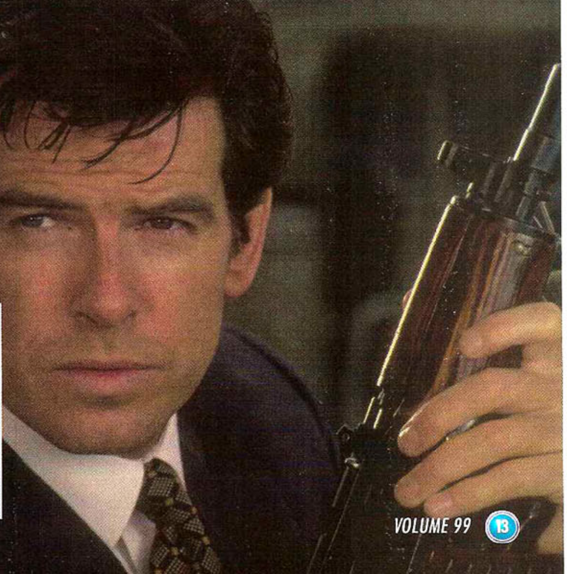


Select Character
Bond

Select Character
Natalya

Select Character
Trevelyan

Select Character
Xenia

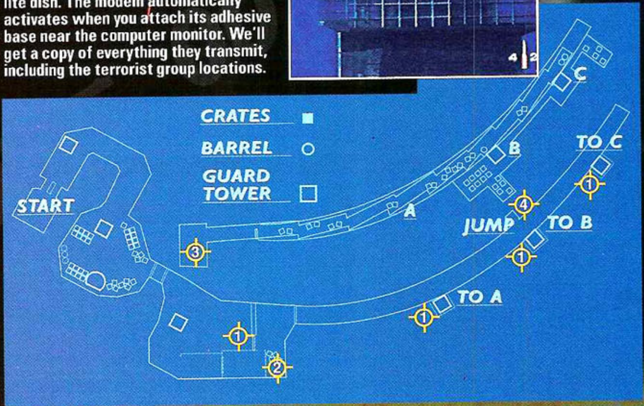


# MISSION 1: ARKANGELSK
# 007 DAM

Bond's odyssey begins nine years ago, at the Soviet controlled chemical weapons facility in Arkangelsk, U.S.S.R. The nerve gas produced here has turned up in the hands of international terrorists. Infiltrate the facility through a vent in the Byelomorye Dam.

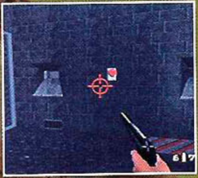
## Q BRANCH

We need to know the shipping contacts for the chemical weapons supply, so I want you to attach this covert modem on the cable next to the facility's satellite dish. The modem automatically activates when you attach its adhesive base near the computer monitor. We'll get a copy of everything they transmit, including the terrorist group locations.



## ① NEUTRALIZE ALL ALARMS

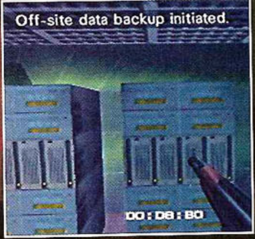
Byelomorye has four alarm stations. The first one is beneath the satellite dish and the other stations are on the dam. Use the sniper rifle to take out the guards near each alarm.



## ② INSTALL COVERT MODEM

Directly beneath the facility's satellite dish is an all-weather computer monitor. This is the uplink computer that transmits order information to and from the chemical weapons factory. Activate your Covert Modem and attach it near the monitor.

## ③ INTERCEPT DATA BACKUP

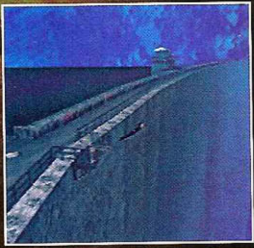

Off-site data backup initiated.

00:08:80

This is the most dangerous part of the mission. Infiltrate the dam through one of the three tower basements and work your way along the corridor to the operations center. Some of the crates in the hallway contain explosives, so try taking out the guards from a distance by destroying the boxes. The center's mainframe computer has the data files.

## ④ BUNGEE JUMP FROM PLATFORM

The bungee jump off the platform at Byelomorye Dam is automatic on all three agent modes. Step off the platform after you've completed your objectives and watch the cinematic sequence showing Bond making the 700-foot leap off the dam.



# MISSION 1: ARKANGELSK
# 007 FACILITY

After the bungee jump, 007 scrambles inside a small vent connected to the Arkangelsk Facility. The chemical weapons factory is teeming with scientists and military personnel, and there's a double agent hiding in one of the labs. Bond must get the door decoder from the spy so he can link up with his trusted ally, Agent 006.

## Q BRANCH

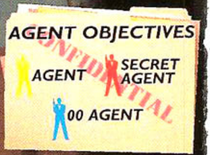
Ourumov: Three

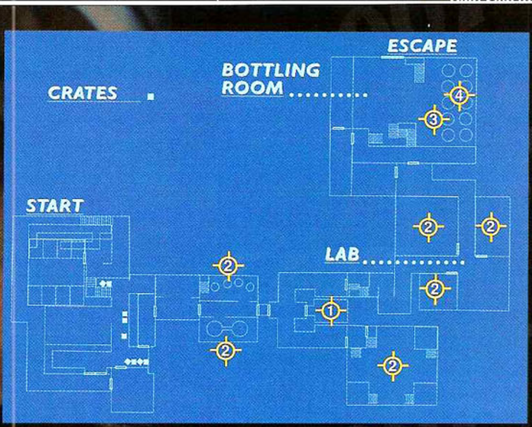
I'm giving you five remote mines to use on the ten chemical weapons storage tanks. These mines have adhesive bases and activate as soon as they're attached any surface. Your watch is the detonator. Attach all five mines so they face another tank before you detonate the charges.

## ① GAIN ENTRY TO LABORATORY AREA

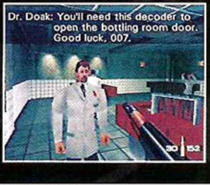
Three computer rooms control remote access doors connected to the Laboratory. All of the computer rooms are guarded, and it's important to neutralize the sentries without doing collateral damage to the door controls.

CURITY DOOR ACTIVATED.



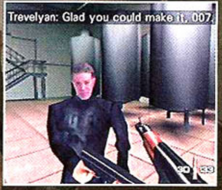


## ② CONTACT DOUBLE AGENT


Dr. Doak: You'll need this decoder to open the bottling room door. Good luck, 007.

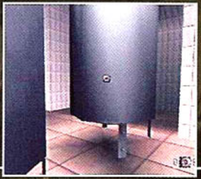
Dr. Doak is wandering randomly about the labs in the facility. He'll recognize you and will give you a door decoder when you make contact. You'll use the decoder on the sealed door leading to the chemical weapons bottling room.

## ③ RENDEZOUS WITH 006


Trevelyan: Glad you could make it, 007.

Your fellow agent, Alec Trevelyan, is waiting for you inside the chemical weapons bottling room. Talk to Alec until the game tells you that your mission objective is accomplished, then quickly place the remote charges on the storage tanks.

## ④ DESTROY THE BOTTLING ROOM TANKS



You have five remote mines to use on ten storage tanks. The only way to complete the job is to place the charges on each tank so they face an adjacent tank. Once you plant a mine, there's no way to remove it, so do the job right the first time.

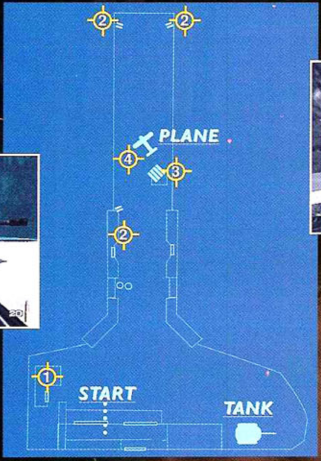
## MISSION 1: ARKANGELSK

# 007 RUNWAY

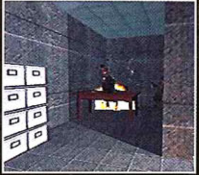
Bond has a plane to catch. Of course, there are the small matters of attending to the endless troops, neutralizing the heavy runway defenses and stealing the only aircraft around for several thousand kilometers.

### Q BRANCH

No fancy gadget can ever top improvisation, 007. Good thing you spent that week in Heavy Armor Tactical Training Camp—show us what you learned by manning that tank and wiping out the runway defenses.

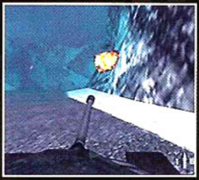


## ① FIND THE PLANE'S IGNITION KEY



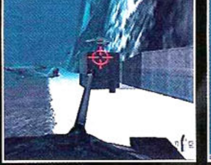
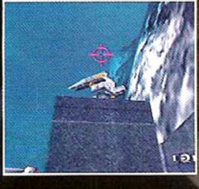
The plane's ignition key is in the shack on the left side of the loading dock. Use a grenade or two to neutralize the security force guarding the office, then snatch the key on the desk and sprint to the tank parked on the right side of the runway.

## ② DESTROY THE HEAVY GUNS



There are three heavy guns in the bunkers surrounding the runway. You can use grenades, remote mines or the tank's main gun to wipe out these hardened defenses. If you decide to drive the tank, remember that the turret gun can rotate and dispatch any threats running up behind you.

## ③ ELIMINATE MISSILE BATTERY

This silent missile battery won't swing into action until you take to the skies and then it will be too late to destroy it. Grenades, remote mines or tank shells will knock this weapon out of commission.

## ④ ESCAPE IN PLANE

You're clear for take off if you have the plane ignition key and you've eliminated the heavy weapons. Stand behind the plane's left door and face toward the prop, then open the door. Enemy troops will destroy the plane if you procrastinate.

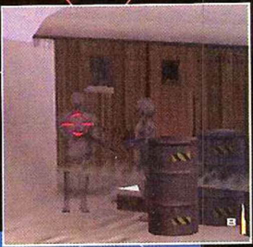
## MISSION 2: SEVERNAYA

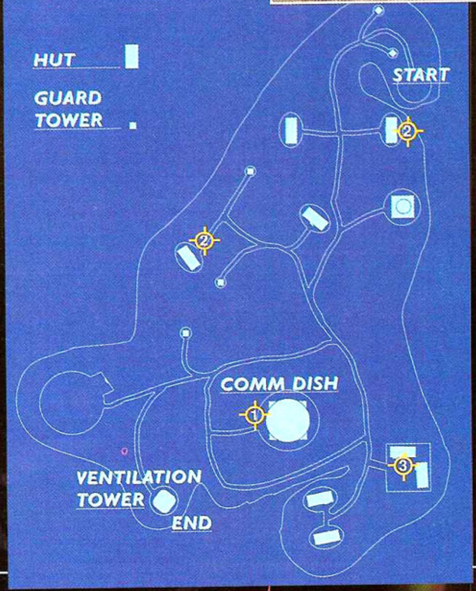
# 007 SURFACE

Five years after the Arkangelsk Mission, Bond is ordered to investigate the secret Severnaya installation on the Siberian Plateau. General Ourumov may be using the old observatory complex as a cover for his Soviet space weapons control center.

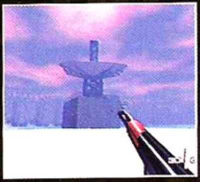
### Q BRANCH

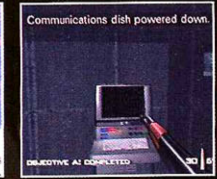
This is a standard issue sniper rifle with silencer, 007. I don't know your controller configuration, but you can press the Aim button to look through the scope. There's an added feature—press the top Look button on your controller to zoom the cross hairs in on your target.





### ① POWER DOWN THE COMMUNICATIONS DISH



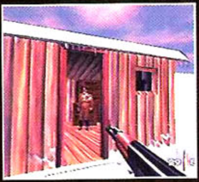


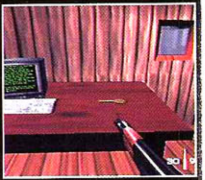
Communications dish powered down.

OBJECTIVE A: COMPLETED

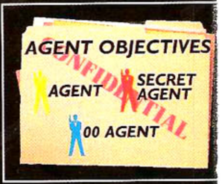
While it's fun to play cat and mouse with the Siberian Special Forces Units guarding the complex, sooner or later these elite troops are going to figure out what they're up against and call for assistance. Make tracks for the satellite dish and power down the communications computer. The computer does have a auxiliary system, so make sure you turn it off instead of blowing it up.

### ② GRAB THE SAFE KEY

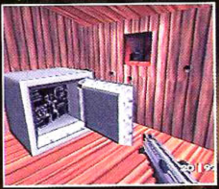




A Siberian Special Forces officer in a warming hut near the dish has a large key. This key unlocks the door to the hut you passed when you started the Severnaya assignment. Take the key from the officer, grab the grenade launcher, and return to the locked hut to get the safe key.



### ③ STEAL THE BUILDING PLANS



Next to the old observatory are two huts surrounded by a chain link fence. Search the huts and use the key on the safe. Inside the safe are the plans for the space weapons center. By this time the Siberian Special Forces Units are closing in on you. Use the grenade launcher and the sniper rifle to crush their morale.

## MISSION 2: SEVERNAYA

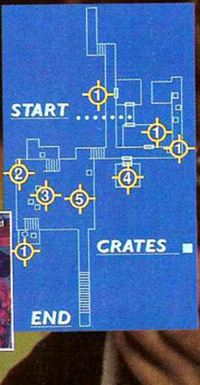
# 007 BUNKER

While the space weapons control center is still under construction, the GoldenEye satellite tracking computers are fully operational. Bond must copy the computer files and get the information back to London.

### Q BRANCH

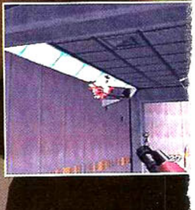
Since you're more proficient at cracking heads than passwords, I've created this handy Data Thief for overriding computer security systems. All you have to do is plug it into the mainframe computer.

Programmer: Hmmh, the root password has been changed.



### ① DISRUPT ALL SECURITY DEVICES

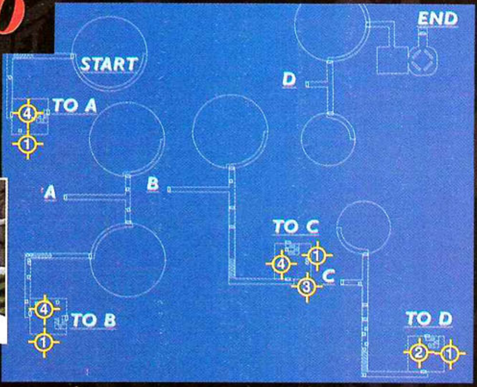
There are four security cameras in the bunker. Disable the two sentries next to the ventilation chamber or they'll sound the alarm and end your mission in a matter of seconds. The base has an elite security force that will terminate intruders spotted by the cameras.



## MISSION 3: KIRGHIZSTAN

# 007 LAUNCH SILO

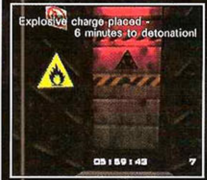
Seven years after the Arkangelsk mission, the Soviet Union is beginning to crumble. MI6 is concerned that the test firings at the Kirghizstan Launch Silo may be outside the control of the former Soviet powers. Bond must copy the missile launch data and destroy the silo.



## Q BRANCH

You're going to use standard plastic explosives on this mission, ol' chap. Place the charges inside the fuel rooms. Those are the square chambers with the scientists and the computers.

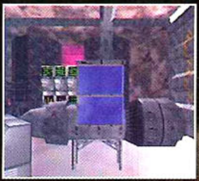
## ① PLANT BOMBS IN FUEL ROOMS


Explosive charge placed - 6 minutes to detonation!

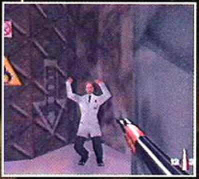
There are explosives already set in the silo, but additional plastic charges will obliterate all traces of the GoldenEye Satellite assembly program. Place the explosives on the walls inside the square rooms containing computers.

## ② PHOTOGRAPH SATELLITE

This GoldenEye satellite won't be getting off the ground. Snap a picture of it for the folks back in the London Office, then sprint for the exit. If you're not playing in 00 Mode, you'll find Body Armor resting on top of a crate behind the satellite.



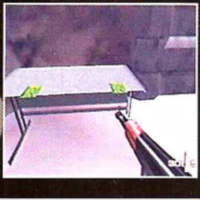
## ③ OBTAIN TELEMETRIC DATA



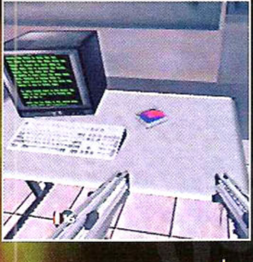
The GoldenEye telemetric data is on a DAT tape. You'll find the cassette in a scientist's pocket where researchers are working on a rocket nose cone. If you haven't disrupted the room, the scientist will be standing just to the right of the entrance.

## ④ RETRIEVE SATELLITE CIRCUITRY

There are four satellite circuit boards in the fuel rooms. You'll find two in the first room, then one board in each of the next two rooms. The chamber holding the GoldenEye satellite does not have a circuit board. If you treat the scientists humanely, they'll surrender their keys.

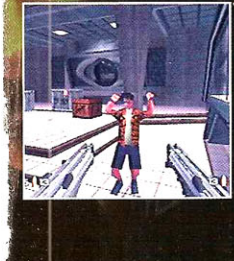


## ② COPY GOLDENEYE KEY AND LEAVE ORIGINAL



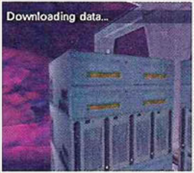
Q gave you a fancy briefcase with a Key Analyzer inside it. This device is capable of copying all formats of electronic keys used throughout the world. Make a copy of the GoldenEye Key with the Key Analyzer, then return the original so General Ourumov won't get wise and re-code the computer's security system.

## ③ GET PERSONNEL TO ACTIVATE COMPUTER



There's a techie named Boris wandering around the control center. If you don't scare him, you might be able to persuade Boris to activate the mainframe so you can download the tracking data. But be careful—this weasel might have a trick or two in his pocket protector.

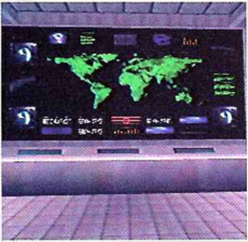
## ④ DOWNLOAD DATA FROM COMPUTER


Downloading data...

Boris is willing to activate the mainframe, but he'll set off the base alarm system in exchange. You have a fistful of seconds to use the Data Thief on the mainframe before fending off the security guards that will charge through the door. You can flee when the game tells you that the information is downloaded.

## ⑤ PHOTOGRAPH MAIN VIDEO SCREEN

If a picture is worth a thousand words, a photograph of the GoldenEye Satellite tracking screen is certainly worth a billion bytes of information. You'll save yourself a ton of trouble if you snap a picture of this screen before copying the GoldenEye Key or persuading Boris to activate the mainframe.



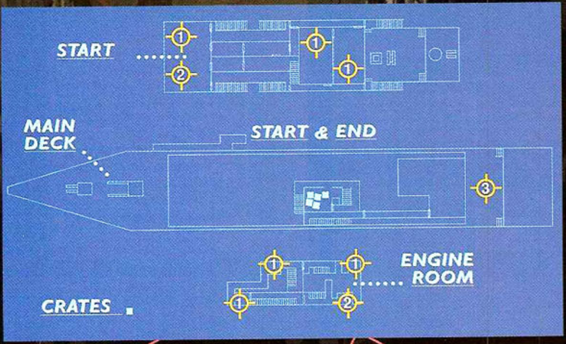
## MISSION 4: MONTE CARLO

# 007 FRIGATE

It's now the present. A demonstration of a stealth helicopter has turned into a hostage situation aboard a French frigate. James Bond must remedy the situation by freeing the hostages and defusing the bombs planted on the ship's bridge and engine room.

### Q BRANCH

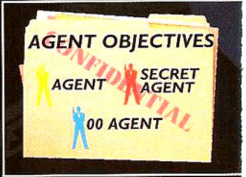
We suspect that the hostage situation is a ruse to cover the theft of the stealth helicopter. Plant this tracking bug on the helicopter before it leaves the ship. Here's a bomb defuser you can use to take care of the explosives planted on the frigate.



Hostage released!

### ① RESCUE HOSTAGES

The hostage rescue is the trickiest part of your mission, especially when you're trying to save the captive guarded by three terrorists on the bridge. To successfully complete your assignment, you must rescue five of the six crew members on the frigate. The terrorists will execute their hostages the moment they see you. Use your silencer and try to exterminate each threat with a single shot.



### ② DISARM BRIDGE AND ENGINE ROOM BOMBS

The bomb defuser will automatically disarm a bomb when you stand directly in front of the explosive. The terrorists on the bridge and inside the engine room will detonate the bombs if you engage them in a prolonged firefight. Use a D5K equipped with a silencer to neutralize the sentries before you attempt to disarm a bomb.

Engine room bomb successfully defused.

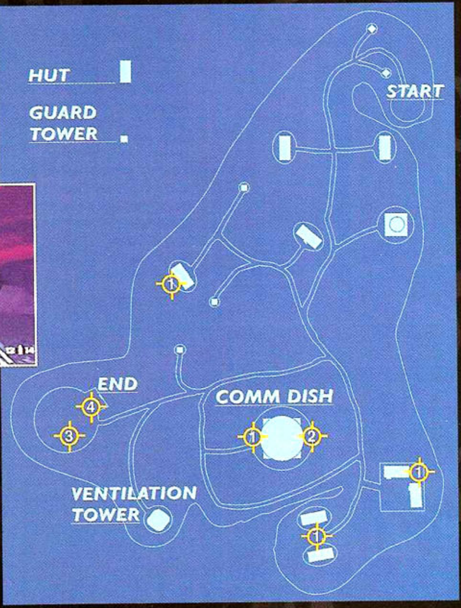
## MISSION 5: SEVERNAYA

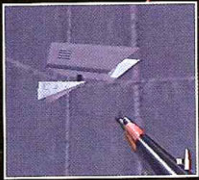
# 007 SURFACE

Bond is back in Severnaya four years after his first visit. Construction on the GoldenEye base is complete and the elite security forces now carry a thermal imagery system that can pinpoint intruders. Bond must hurry to complete his assignment.

### Q BRANCH

You'll have to neutralize a Spetznatz support helicopter waiting next to the bunker. This magnetic explosive should do the job. It's a standard mine modified with a ten-second delay fuse. Throw the mine at the helicopter and run beyond the range of the blast radius.

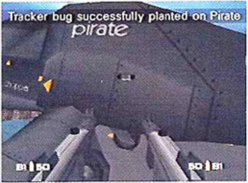




### ① DISRUPT ALL SURVEILLANCE EQUIPMENT

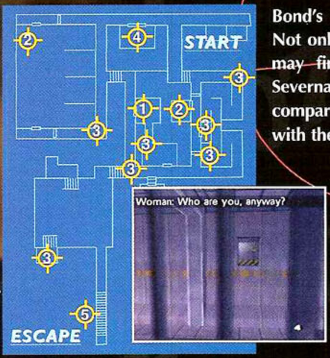
Your last visit to Severnaya prompted base security to install four surveillance cameras. You'll find three of them attached to the warming huts. The fourth camera is above the stairway inside the Communications Dish building. The hardest part of this assignment is locating and destroying the cameras before they spot you.

## ③ PLANT TRACKING DEVICE ON HELICOPTER


Tracker bug successfully planted on Pirate

The helicopter won't take off from the La Fayette while you're aboard, so you can place the tracking device at any time during your assignment. Remember that you can throw the device from a distance, so you don't need to stand next to the helicopter and risk exposure to potential crossfire. Since this is an easy objective to complete, save yourself some trouble by planting the device before rescuing the hostages.

# MISSION 5: SEVERNAYA 007 BUNKER



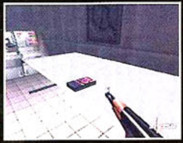
Woman: Who are you, anyway?

Bond's gamble on risking capture pays off. Not only does he infiltrate the bunker, but 007 may find the sole survivor of the raid on Severnaya. James can't confirm this until he compares the casualty and staff lists and escapes with the survivor.

### Q BRANCH

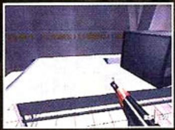
If you're not in some corner of the world ruining government property, you're surrendering it to the opposition. Honestly, 007, I don't know what to say other than try using your watch to break out of there.

## ① RECOVER CCTV TAPE



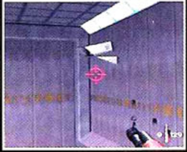
MI6 will be the laughing stock of the international community if the closed circuit television tape documenting your capture gets out. The tape is on the table in the room next to the ventilation shaft.

## ② COMPARE STAFF/ CASUALTY LIST



The staff list is in a manila envelope on a table. A guard in the storage room has the casualty list. You'll need both documents to verify that Natalya is the person you're looking for.

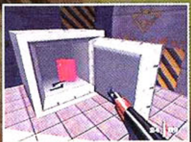
## ③ DISABLE SECURITY CAMERAS



Severnaya's crack security forces will make your mission nearly impossible to accomplish if you're spotted by any of their seven security cameras. Blast the cameras before security has a chance to see you.

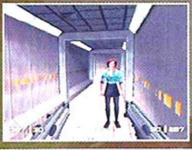
## ④ RECOVER GOLDENEYE OPS MANUAL

The GoldenEye Operations Manual is locked in a safe with your gun. One of the guards near the ventilation shaft is carrying the safe key. MI6 needs the manual to reconfigure the satellite's navigational system.



## ⑤ ESCAPE WITH NATALYA

Natalya will follow you through the bunker, but she doesn't have any combat training. Try to keep her behind you at all times. The guards won't try to shoot her unless she blocks their line of sight.



## ② BREAK BUNKER COMMUNICATIONS LINK

You've completed this assignment before, but a guard in a nearby hut now has the key to the communications room. Demolish the computer so security can't reactivate the system.

<<Da? What is wrong, comrade?>>

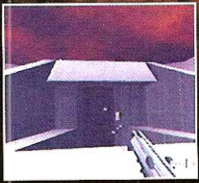
OBJECTIVE A: FAILED

## ③ DISABLE THE SPETZNATZ SUPPORT AIRCRAFT

The Siberian Special Forces units are snapping at your heels. The last thing you need is enemy reinforcements arriving by air. Attach your timed mine to the helicopter and dive for refuge in the nearest snowdrift. You might get lucky and catch your pursuers in the blast.

Bomb placed on Hound MI-4.

Hound MI-4 destroyed.



Welcome to Severnaya, comrade.

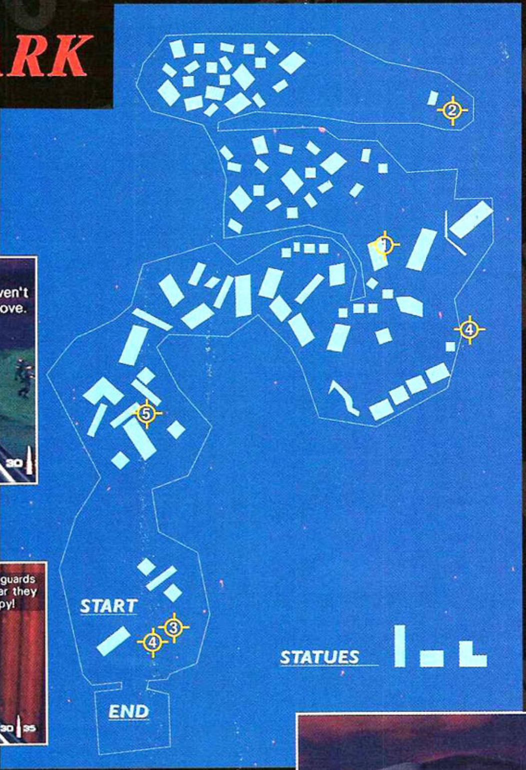
## ④ GET INSIDE THE BUNKER

If you've met all your mission objectives, open the door and enter the Severnaya Bunker. General Ourumov is expecting you, but allowing yourself to be captured is the only way you can gather more information and persuade Natalya Simonova to join your cause.

## MISSION 6: ST. PETERSBURG

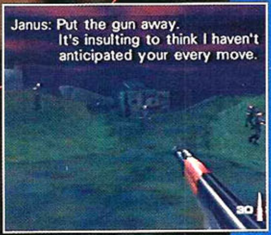
# 007 STATUE PARK

Q's tracking device on the stealth helicopter has been destroyed. Not only has the helicopter vanished, but Natalya Simonova has disappeared, too. Fresh out of clues, Bond agrees to accept an invitation to meet a mysterious underworld weapons dealer named Janus. Perhaps 007 can find new leads in the forebidding, dark maze of St. Petersburg's monument graveyard.



## Q BRANCH

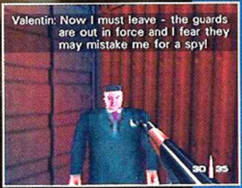
No gizmos for this mission, old boy. You'll have to rely on your marksmanship and savvy. I understand that those Russian arms dealers are toting around the latest in automatic shotguns. While the gun design is nothing new, we'd like to have one in our collection here at Q Branch. If you come across one, do try to bring it back in one piece.



Janus: Put the gun away.
It's insulting to think I haven't anticipated your every move.

## ① CONTACT VALENTIN

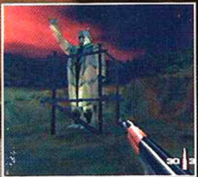
M has arranged a meeting for Bond with Valentin Zukovsky, a former KGB agent, inside an abandoned cargo container in Statue Park. Valentin has been in contact with Janus and he'll give you directions to the rendezvous point. There are two cargo containers in the park—one is silver and the other is covered with rust. Valentin is waiting for you inside the open door of the rusted shipping crate.

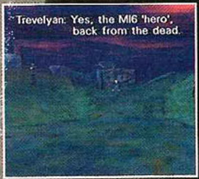


Valentin: Now I must leave - the guards are out in force and I fear they may mistake me for a spy!

## ② CONFRONT AND UNMASK JANUS

Valentin tells you to meet Janus beneath the statue of Lenin in the corner of the park, but he doesn't tell you about the arms dealer's extreme paranoia. If you approach the statue with your weapon drawn, Janus will call off the meeting. He'll also order his men to fire if you attempt to walk toward him while he's talking about the helicopter.

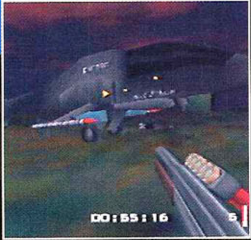




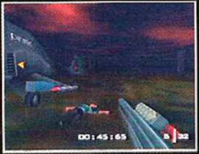
Trevelyan: Yes, the MI6 'hero', back from the dead.

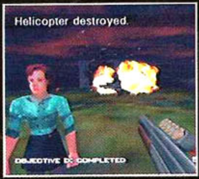
## ③ LOCATE HELICOPTER

While you were waiting in the shadow of Lenin's statue, Janus landed the stealth helicopter back at the gates where you entered the park. You have the difficult task of fighting your way back across Statue Park, disarming the ticking time bomb inside the helicopter and saving Natalya.



## ④ RESCUE NATALYA





Helicopter destroyed.

OBJECTIVE C: COMPLETED

Natalya is lying unconscious next to the stealth helicopter. Apparently her captors assumed that the bomb's blast radius would engulf her before she regained her senses, so they didn't bother tying her up. There's no time left to defuse the bomb. Besides, you left the bomb defuser aboard the runabout in Monte Carlo and Janus probably booby trapped the timing mechanism. At least the helicopter's flight recorder will survive the blast. All you can do is wake Natalya up and order her to follow you a safe distance from the explosion.

**AGENT OBJECTIVES**

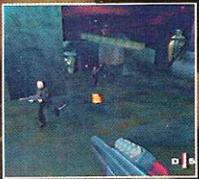
CONFIDENTIAL

AGENT

SECRET AGENT

00 AGENT

## ⑤ FIND THE FLIGHT RECORDER



The blast from the explosion showers composite aircraft parts all over Statue Park, making it a tough task to find the yellow flight recorder box among the maze of blocks and statues. Since the blast couldn't have carried it too far, you won't have to explore the entire park again.

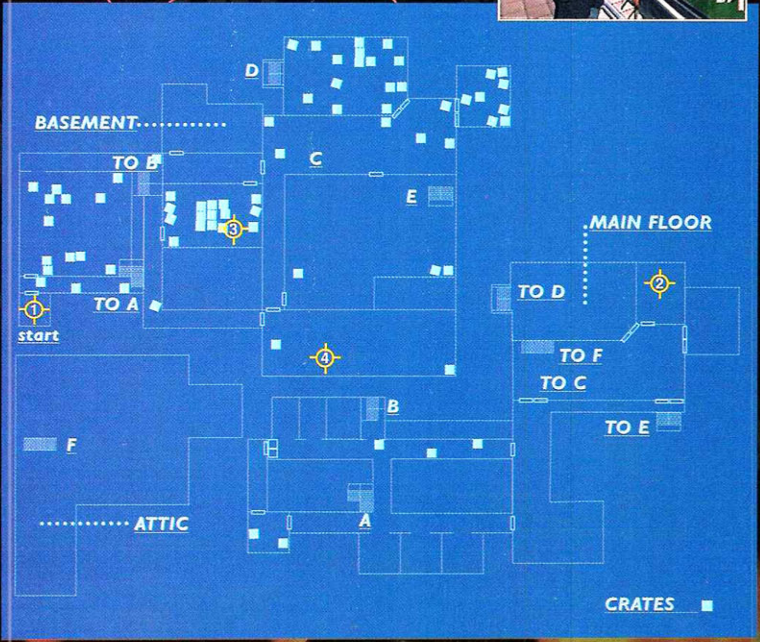
## MISSION 6: ST. PETERSBURG

# 007 MILITARY ARCHIVES

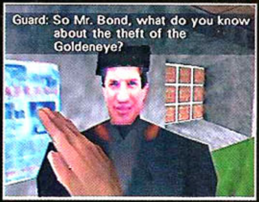
Arrested by Russian Defense Minister Mishkin, Bond and Natalya are now led to the interrogation rooms deep inside the Military Archives. Mishkin would like to believe 007's story, but Ourumov has framed Bond and Natalya, ruining their credibility. Escape is the only means of avoiding the general's death sentence. Bond must find Natalya and get out of the Military Archives before Ouromov can round up a firing squad.

## Q BRANCH

Captured again? Honestly, 007, I don't know how you manage to get yourself into these predicaments. If you can't bring me back a Russian shotgun, at least try to recover the helicopter flight recorder box. We might be able to use the information to reconstruct the aircraft's flight path.

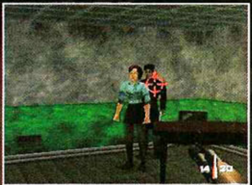


## ① ESCAPE FROM INTERROGATION ROOM


Guard: So Mr. Bond, what do you know about the theft of the Goldeneye?

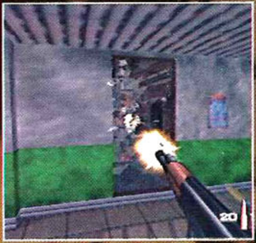
Your trusty sidearm is on the table in front of you. It's too bad that the ammo clip is lying on the floor on the opposite side of the table. If you move fast, you might be able to neutralize the two interrogators in the room without taking a hit.

## ② FIND NATALYA



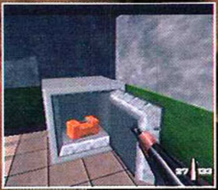
Natalya is being held in a separate interrogation room on the second floor of the Archives building. Her captors will execute her if you hesitate and bungle the surprise. Take out the guard standing directly behind her first.

## ④ ESCAPE WITH NATALYA



After you find Defense Minister Mishkin, Natalya will mention something about escaping from the Military Archives through the library windows. If you walk around the corner from where you spoke to the Defense Minister, you'll see three large, full-length windows. Shoot the glass out of the windows and lead Natalya down the alley.

Mishkin: Do you need the black box from the stolen helicopter?



## ③ RECOVER THE HELICOPTER'S BLACK BOX

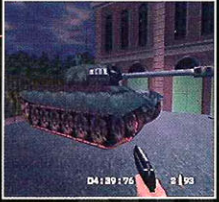
Deep in the basement of the archives, Defense Minister Mishkin is waiting for you by the safe holding the flight recorder. This storage room is packed with explosive boxes, so watch your aim or the whole place will explode. Mishkin now realizes that General Ourumov is a traitor, and he'll show his faith in you by delivering the flight recorder.

## MISSION 6: ST. PETERSBURG

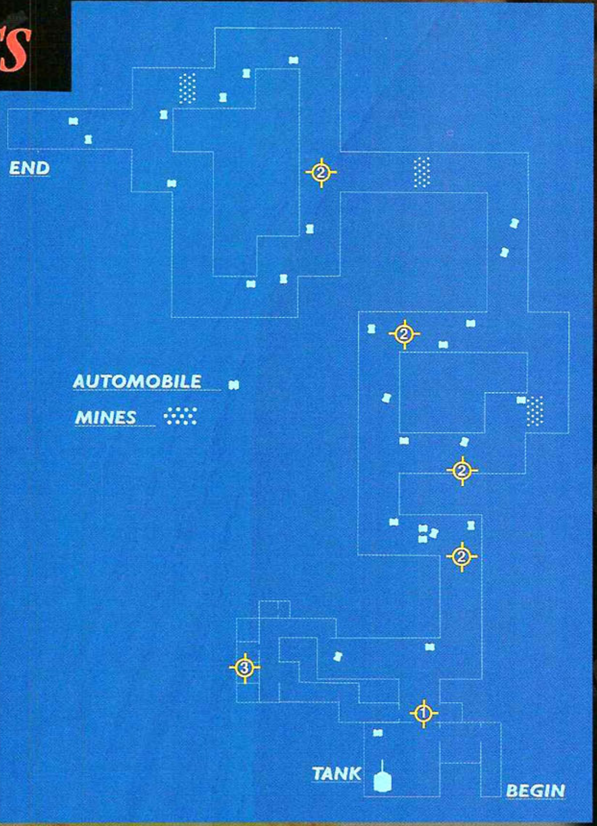
# 007 STREETS

Natalya has been grabbed and forced into a waiting car by General Ourumov outside the military archives. Bond has no choice but to steal the nearest available vehicle and pursue the General. The narrow streets of St. Petersburg are packed with pedestrians and automobiles. Borrowing a nearby tank, Bond must cautiously give chase at the highest speed possible.

## Q BRANCH

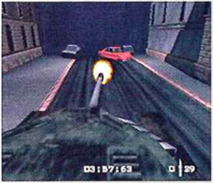


There's no time to give you gadgets here, but this situation reminds me of that story you told me about the Arkangelsk Runway episode nine years ago. Of course, that was back in the days of the Cold War when we had money to send you off to all those special facilities, like the Heavy Armor Tactical Training Camp. Can you still drive a tank, 007?

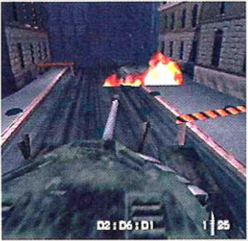


## ① CHASE OURUMOV AND NATALYA

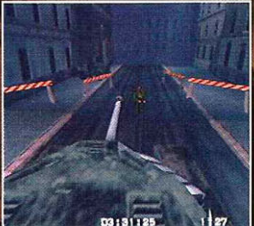
Caught in the center of the chaos, the citizens of St. Petersburg have abandoned their vehicles in the middle of the streets. You'll take damage if you run over the cars, so drive around them or clear them with the tank gun.



General Ourumov has anticipated your pursuit and ordered his men to set up minefields on several thoroughfares. At least the troops won't have time to conceal the mines. Remove the obstacles with several shells from your tank gun.

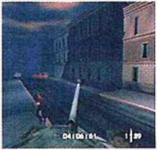


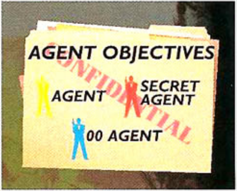
At most roadblocks you'll encounter guards with small arms, but in other areas of the city you'll find troops equipped with anti-tank guns. Use your assault rifle to neutralize these threats before they place you in their cross hairs.



## ② MINIMIZE CIVILIAN CASUALTIES

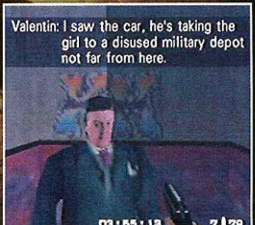
The local citizens are in a panic. The last time there was this much gunfire in St. Petersburg was during the Second World War. While some civilians are running blindly down the middle of the street, you must avoid hitting them at all costs. You'll have to give up the chase if you injure more than ten pedestrians.





## ③ CONTACT VALENTIN

Valentin is standing inside a building up a twisting alley near the Military Archives. The extra trip might seem like a waste of time, but if you talk to him he'll delay General Ourumov and buy you six precious minutes. This is a worthwhile effort when you consider that you start the stage with half that amount of time.



Valentin: I saw the car, he's taking the girl to a disused military depot not far from here.

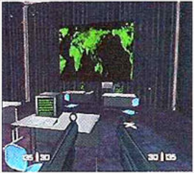
## MISSION 6: ST. PETERSBURG

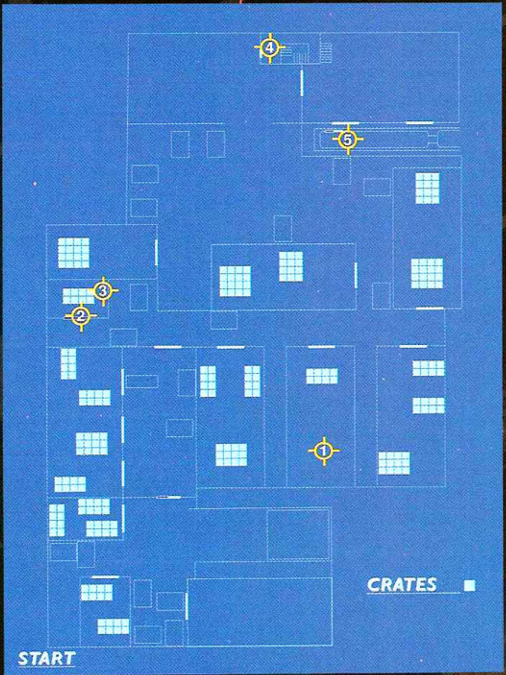
# 007 DEPOT

Hot on Ourumov's tail, Bond chases the general into a dilapidated military rail depot. Valentin mentioned that this area was Janus's headquarters. The place is crawling with heavily armed troops. 007 can clean up the stealth helicopter fiasco if he steals the aircraft blueprints from the crime syndicate, but first he needs to find Ourumov and save Natalya.

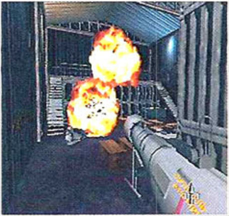
## Q BRANCH

Valentin just sent us an informative fax, 007. Apparently Janus has a computer network containing files of stolen schematics of MI6's best tools and weapons. If you demolish the syndicate's mainframes, we won't have to worry about copies of our equipment falling into terrorist hands.



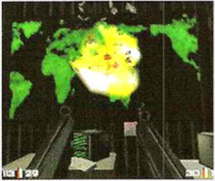


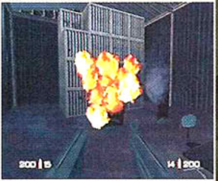
### ① DESTROY ILLEGAL ARMS CACHE



You'll find a warehouse containing an illegal arms cache just inside a walled courtyard. There are three heavily armed sentries guarding the weapons. You can dispatch the sentries one at a time in a firefight or take aim at one of the crates lying on the floor. The resulting explosion will wipe out the entire arms cache.

### ② DESTROY THE JANUS COMPUTER NETWORK

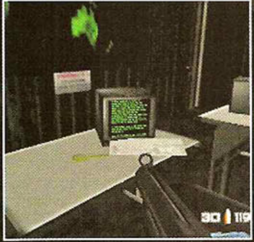




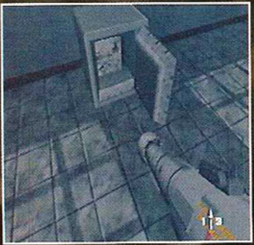
On the opposite side of the walled courtyard you'll find a warehouse filled with computers. The network is protected by an automated gun. Duck behind the metal crates and use the rocket launcher that you found in the cache to neutralize the gun. Destroy the mainframes and the projection screen to complete your objective.

### ③ OBTAIN THE SAFE KEY

The safe key is lying on the left-hand table in front of the projection screen. If you've already trashed the room, it may be difficult to see the key among the debris. Use the key to recover the helicopter blueprints.



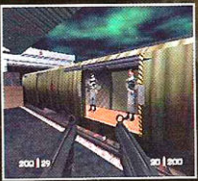
### ④ RECOVER THE HELICOPTER BLUEPRINTS



The helicopter blueprints are locked inside a safe on the depot building's second floor. If you've picked up the key in the computer room, you won't have any problem eliminating the two sentries and grabbing the plans. If you've accomplished the other objectives, you can board Janus's train waiting next to the building.

### ⑤ LOCATE TREVELYAN'S TRAIN

The train won't depart from the station without you. It's parked outside the depot, the only two-story building in the stage. You must go up and back down the depot office stairs to reach the train. If you're having problems getting aboard, try leaning against the yellow and black caution stripes on the sliding doors.



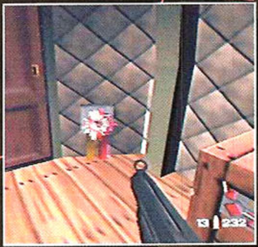
## MISSION 6: ST. PETERSBURG

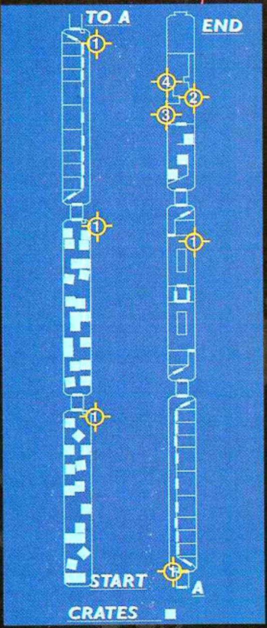
# 007 TRAIN

Ourumov is holding Natalya at gunpoint at the front of Trevelyan's personal train. Bond must work his way through all of the carriages, disable the train's brakes and eliminate the General. The Janus security force is on full alert, so this stage will be an explosive firefight.

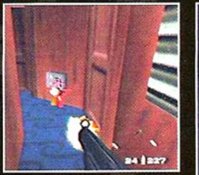
## Q BRANCH

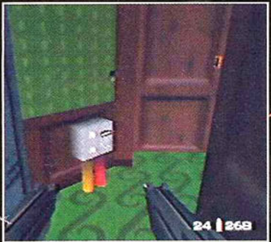
Considering your record for being captured, 007, I've added a special function to your watch. It's a high powered, compact laser that's capable of cutting through stainless steel. Be sure to give it a shot during your next jail break.





## ① DISABLE THE BRAKE UNITS

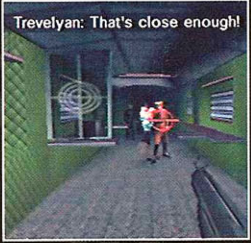


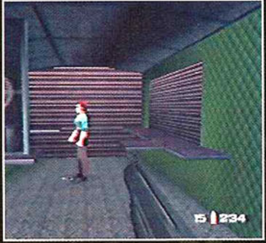


Trevelyan's armored train is equipped with a failsafe brake system. A safety feature on the train will automatically stop the train if the brakes malfunction. You can create a malfunction by blasting the brake units in each car.

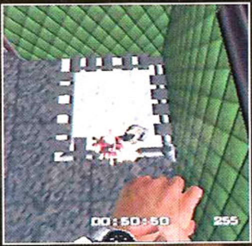
## ② RESCUE NATALYA

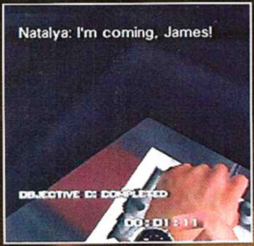
Natalya is being held at gunpoint by General Ourumov in the final car of the train. Trevelyan will challenge you to choose your target—will you save the girl or eliminate Alec? You have a split second to take out the General.


Trevelyan: That's close enough!



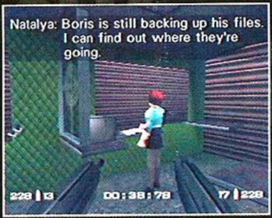
## ③ ESCAPE FROM THE TRAIN




Natalya: I'm coming, James!

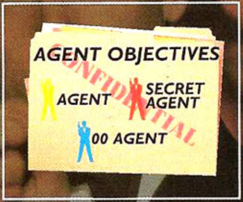
OBJECTIVE C: COMPLETED

While you've saved Natalya, Trevelyan has you trapped inside the train. You have 300 charges in your watch laser and 59 seconds to blast away metal plates welded to the escape hatch on the floor. Use the cross hairs to aim your laser.


Natalya: Boris is still backing up his files. I can find out where they're going.

## ④ LOCATE THE JANUS BASE AND CRACK BORIS'S PASSWORD

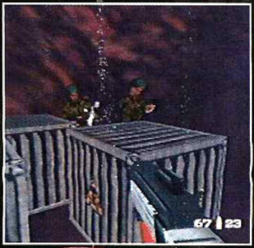
Natalya will activate the train computer and track down the Janus Base and Boris while you're shooting at the floor. Your job is to protect her by eliminating the three soldiers waiting for both of you right outside the train.



MISSION 7: CUBA

## 007 JUNGLE

Alec Trevelyan knows that it's only a matter of time before Bond tracks him to Cuba, so he orders his men to set up traps throughout the jungle. Somewhere in the steamy darkness Xenia Onatopp has a sinister surprise waiting for 007.



MISSION 7: CUBA

## 007 CONTROL CENTER

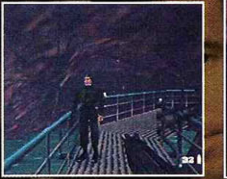
Natalya: James, you were wonderful!

If Bond can get Natalya to the GoldenEye Control Center, she may be able to reprogram the satellite so it will burn up in the earth's atmosphere. The real trick will be keeping her alive while she's breaking into the computer network.

MISSION 7: CUBA

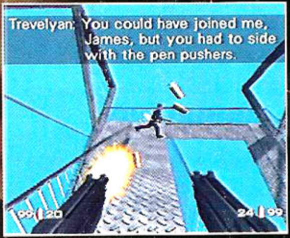
## 007 WATER CAVERNS

Trevelyan's secret satellite antenna is submerged beneath a lake. If Bond can demolish the base's water pumps, the massive antenna will rise to the surface and the waiting U.S. Marines will know the exact location of the Janus base.



MISSION 7: CUBA

## 007 ANTENNA CRADLE


Trevelyan: You could have joined me, James, but you had to side with the pen pushers.

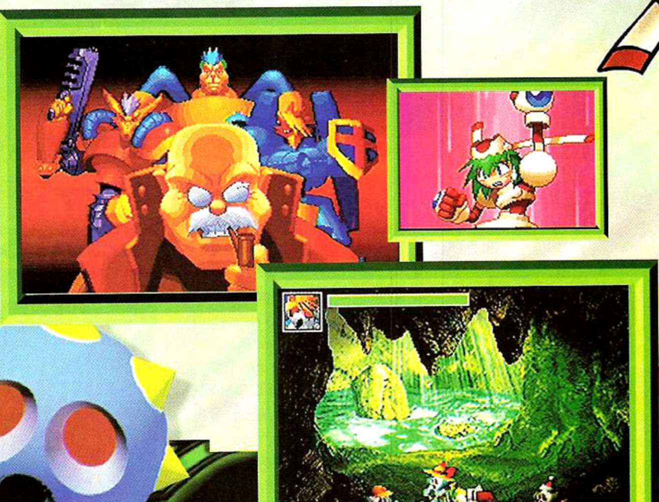
Trevelyan has one last chance to manually realign the satellite antenna and order GoldenEye to attack London, but Bond is waiting for him near the cradle. Who will win the final confrontation between the former Agent 006 and Agent 007?

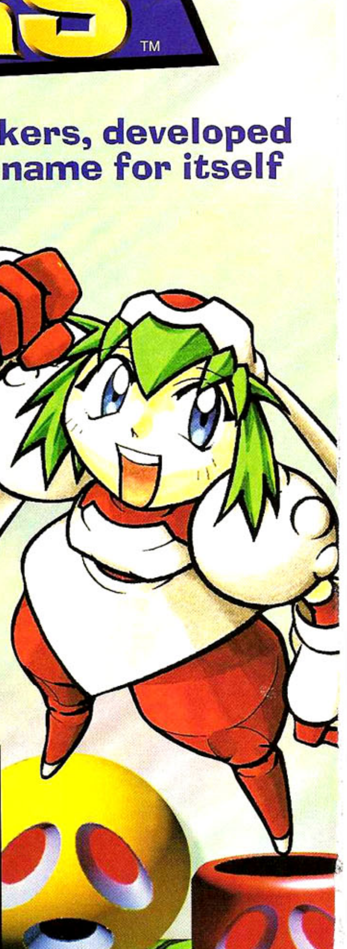
### NEXT ISSUE: 100 BEST AMBUSHES!

The fun is far from over when you complete GoldenEye's Mission Game, even on 00 Agent Level. Do you have what it takes to defeat three other players in arena combat? You will after you learn about the 100 best ambush locations in all of GoldenEye's multiplayer arenas. Next month's issue will list the best hiding spots you'll need to know about in order to remain the agent with the Golden Gun.

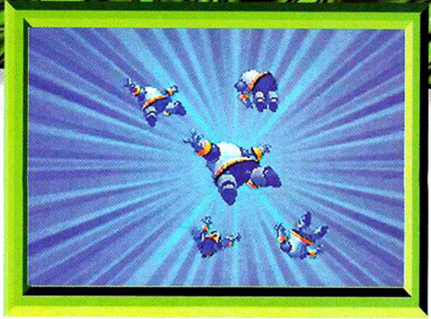
# MISCHIEF MAKERS™

**Here comes trouble! Mischief Makers, developed by Enix for Nintendo, is making a name for itself by being an import that's uncharacteristic of most N64 games—it's side-scrolling, pre-rendered (with very few polygons) manga action, plus it stars a female hero!**



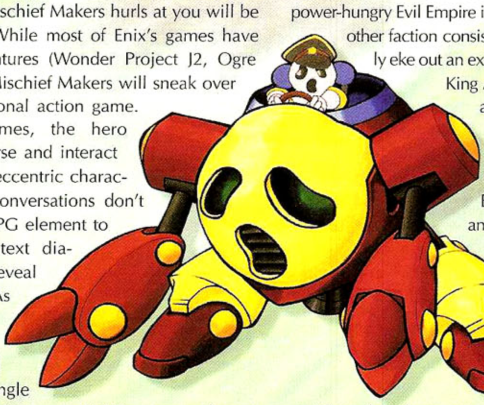


© 1997 Treasure/Enix.

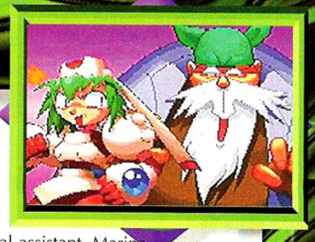


## MISCHIEF IN THE MAKING

If 3-D polygons are making you motion sick, then the pre-rendered sprites that Mischief Makers hurls at you will be a breath of fresh air. While most of Enix's games have been RPGs and adventures (Wonder Project J2, Ogre Battle and Robotrek), Mischief Makers will sneak over from Japan as a traditional action game. As in adventure games, the hero (Marina) gets to converse and interact with a wonderland of eccentric characters. However, these conversations don't add an adventure or RPG element to Mischief Makers–the text dialogues exist only to reveal the story or strategy. As the story gradually unfolds, a few polygons do pop up (and out in 3-D) to intermingle with the rendered backgrounds. While some polygons act as merely window dressing to add depth to the detailed scenery, other polygons break out in the form of gigantic 3-D enemies or surfaces.

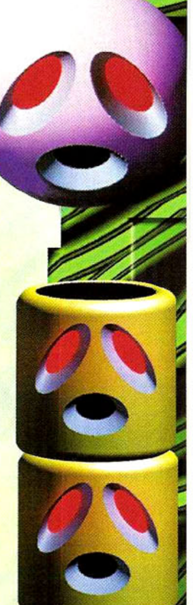


So what exactly was Enix up to developing Mischief Makers as a heavily pre-rendered side-scroller on the N64? Graphically, polygons wouldn't do justice to the game's Japanese anime and intricate landscapes. Moreover, with the N64's capabilities, the spare and efficient use of polygons sprinkled among the pre-rendered graphics puts a new spin on the tried-and-true, side-scrolling format to create more depth (and trouble) for Mischief Makers.



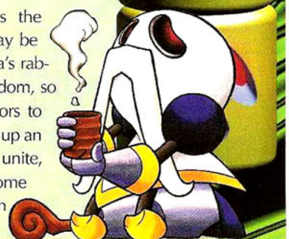
## THE TROUBLE WITH CLANCER

The game's mischief begins when Professor Theo and his robotic personal assistant, Marina Liteyears, visit the planet Clancer. Marina is a spunky, green-haired spitfire invented by the brilliant Professor, and she valiantly strives to protect her creator. Cautiously, Marina makes him wait in their space ship until she scouts the planet and deems it safe for him.

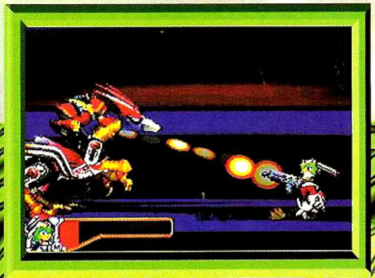


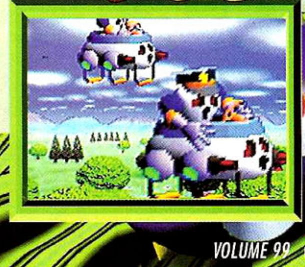
Clancer is hardly a safe planet. The world is inhabited by spooks known as Clancers, who are divided into two opposing factions. Some Clancers have been persuaded to serve the power-hungry Evil Empire in its quest to rule the universe. The other faction consists of friendly Clancers who meekly eke out an existence in the hopes that their ruler, King Aster, will return and lead them in a revolt against the dark forces.

However, Marina has her own problems to worry about. While she is out scouting, the Evil Empire storms into her space ship and kidnaps the Professor. Marina, an Ultra-Intergalactic Cybot G, is just the hero who can rescue her master and defeat the Evil Empire. Now, with a common enemy, Marina and the friendly Clancers team up. Throughout her quest, various Clancers aid Marina by giving her tips, fighting alongside her, or helping her past the planet's many obstacles.



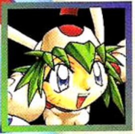
Ominously observing Marina's odyssey is the Monolith, an enigmatic slab of circuitry that may be the guiding force behind the Evil Empire. Marina's rabble-rousing may be able to topple the dark kingdom, so the Monolith summons the three Justice Warriors to oppose the Cybot. Each Justice Warrior can serve up an unhealthy share of trouble, and when all three unite, they merge to form the far more troublesome Beastector. The elusive gold gems hidden throughout Clancer will help you past some of these dangers, and if you discover all of them, you'll earn the special ending.





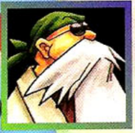
## MEET THE MISCHIEVOUS

Clancer is up to its ears in mischief makers. There are plenty more rascals than we can possibly show you, but here's a brief sampling of some of the troublemakers.



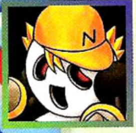
### MARINA LITEYEARS

An all-new heroine zooms into the gaming world in the form of the rocket-powered robot, Marina. The Clancers and her inventor are depending on her to save them from the Evil Empire.



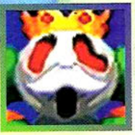
### PROFESSOR THEO

He may be a brilliant scientist, but he doesn't know much about keeping out of trouble. Time after time, Marina's creator is kidnapped by the ruthless Evil Empire.



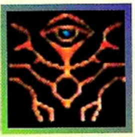
### TERAN

Many of the Clancers have special powers to help Marina through her quest. Teran, a descendent of the Blockman clan, can stonewall and bulldoze enemies with his rock-solid fighting.



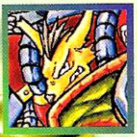
### KING ASTER

Fearfully hiding somewhere beneath the surface of Clancer, King Aster is the monarch who may be able to rally the Clancers against the Evil Empire.



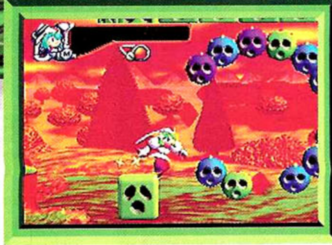
### THE MONOLITH

Not only does the strange slab manipulate the renegade Justice Warriors and some of the Clancers, but the mysterious Monolith may be the force behind the Evil Empire.



### LUNAR

The first of the three Justice Warriors that hound Marina is the wolfish Lunar. His two partners are even more fierce, and when all three merge together, they form the almighty Beastector.

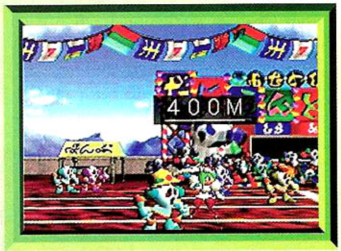


Clanballs and Clanblocks populate the planet. Marina must jump or grab on to them in order to journey across the colorful and spritely world.

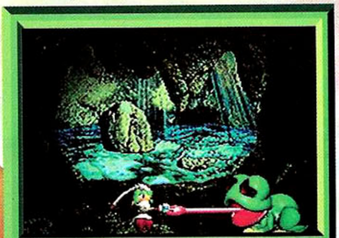
## THE LAY OF THE LAND

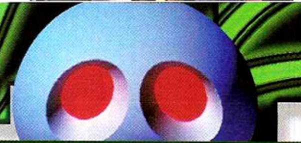
Clancer is a curious planet that is brimming with blocks and balls. The ghoul-faced objects float throughout most of the planet's landscape. By grabbing or stepping onto them, Marina can further traverse through the Oz-like carnival town of Neptor, the cowboy ghost towns of the desert, the fiery caverns of the underworld, or the slippery ski slopes of the chilling winterland. Mischief Makers has five areas containing anywhere from 10 to 14 levels, and each level greatly differs from the next. At times, Marina may be sparring with a giant frog, mole, or snake. Other trouble spots have Marina being chased by tidal waves, runaway boulders, or collapsing bridges.

Professor Theo seems to get kidnapped as soon as Marina rescues him, and in one level, she must compete in the track and field events of the Athletic Festival to win her creator's freedom. Mischief Makers continually makes sneaky and unpredictable turns, and the Athletic Festival abruptly twists the game into a racing competition. Three foot races, an obstacle course and a long jump event stand between Marina and Professor Theo's release. Whether it has you capturing ghosts or playing dodgeball against a cat(!), Mischief Makers definitely stays in spirit with Japanese animation by keeping the quirky surprises and unusual action playfully steamrolling.



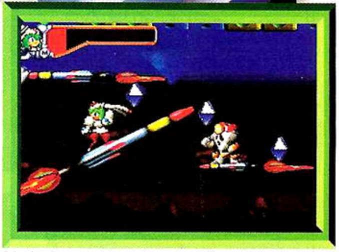
Let the games begin! The action varies widely from stage to stage. In the Athletic Festival, Marina must compete in a track and field competition to win Theo's freedom.





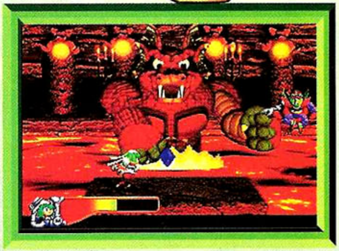
## GRAB, SHAKE 'N' THROW

Professor Theo didn't invent the Ultra-Intergalactic Cybot G as a fighting machine, but, nonetheless, resourceful Marina can wage quite a war. Marina has two iron fists that can grab, shake and throw just about anything in sight. If her hot mitts intercept a fireball, laser, boulder or throwing star, she may be able to chuck it back at her foe or crush it into a power-up.



Marina has a strange love for riding on the backs of missiles. "They're not toys!" Theo scolds, but Marina loves to make trouble.

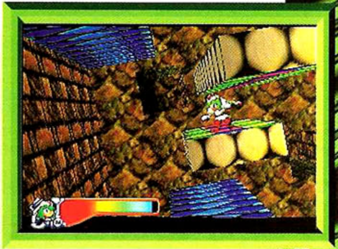
Her fists of fury are also quite mighty. Marina can heave enemies who are several times larger than her diminutive self. But strong as she may be, Marina isn't indestructible. In yet another one of the game's unpredictable twists, Marina's power source becomes drained, and it's up to you to guide Teran to save her. In an early level, as Marina, you get to control a transformed Teran while riding his newly-mountainous physique piggyback. Marina can also hitch a ride on the backs of springy Clancers, missiles or that dodgeball-playing cat! Even tricycle racing somehow figures into Mischief Makers, making the game quite an unusual ride.



Look out, Bowser, here comes Migen Jr.! While Marina is stuck fighting in side-scrolling mode, the rabid reptile is able to retreat into the background or charge into the foreground.

## IT'S NOT A FLAT WORLD AFTER ALL

That Mischief Makers registers low on the polygon scale isn't to say that the game is strictly 2-dimensional. True, Marina's movements are restricted to sideways actions that are confined within a plane parallel to the television screen. However, for Marina to travel through the side-scrolling plane, she must navigate past 3-D polygon adversities. Much of Marina's journey entails hopping from block to block. That's easier said than done, because some polygonal blocks alternate between receding into the background and extending into the foreground. If your depth perception isn't at its keenest, you may miscalculate Marina's jump and launch her onto a block that hasn't extended far enough to support her. Other mischievous polygons populate Clancer in the form of fireballs or boulders that shoot out from the background. Enemies, such as the reptile gargantuan Migen Jr. are also polygon-based. Outfitted in 3-D, Migen Jr. can extend his clawing fists at Marina, but she can grab his hands only if he's reaching far enough into the foreground. It may not seem fair that Marina can dodge only sideways, while her fiery foe can move sideways, backward and forward, but then, heroes are made, not born (or invented).



Marina can jump sideways only, so to reach a 3-D polygon platform, she'll have to wait for it to extend from the background to where she stands in the foreground.

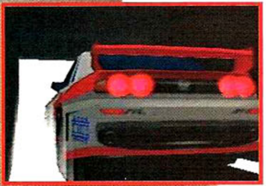
## BACK TO BASICS AND BEYOND

The side-scrolling format was once the basis for most video games, and Mischief Makers evolves it to the next generation of gaming by peppering in 3-D elements. But Mischief Makers doesn't stop there. Nothing is very conventional about this game, from its humorous style of fighting, hodgepodge of tasks and objectives (one level dares to pit you in a mathematics showdown!) to its veritable circus sideshow of anime oddballs. If you're looking for trouble, cool your jets and sit tight until fall–Nintendo will release Mischief Makers as a tricky treat this October.

# MRC™

## MULTI RACING CHAMPIONSHIP

© 1997 Genki Co.,Ltd.
© 1997 Imagineer Co.,Ltd.

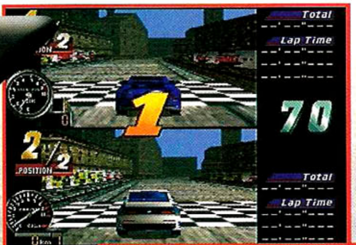


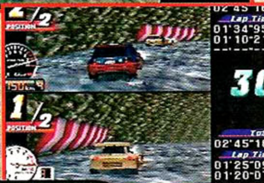
**Ocean rolls out MRC for some Rumble Pak racin' that's multi-everything: multiple courses, detours, weather and driving conditions, plus on- or off-road hot-rodding with customizable cars. Hop in and we'll steer you to the winner's circle as MRC multiplies exhilaration by 64!**

1
2
3
4
5
6
7
8
9
10
x1000

## MULTI-RUMBLING

Buckle up, 'cause you're in for a bumpy ride when you fire up Ocean of America's MRC with your Rumble Pak. You'll feel the rev of your engine and every bump in the road when you motor away in any of the ten mean speedsters (including two secret vehicles). While Multi Racing Championship offers just a trio of courses, each track contains an elaborate network of multi-challenging roads that branch into smooth streets or rugged off-road terrain. For even more challenge, compete against a friend in the two-player Vs. Race, set land-speed records in the Time Trial, or race for access to the secret vehicles in the Match Race.

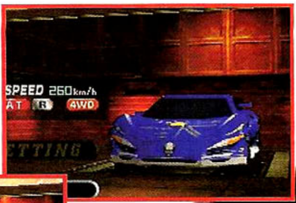

2/2
1
2/2
POSITION
Total
Lap Time
70
Total
Lap Time


2/2
POSITION
Lap Time
01'34"953
01'10"215
30
1/2
POSITION
Total
02'45"168
Lap Time
01'25"095
01'20"073

You'll get a lot of mileage out of MRC's multi-playability. Two players can race head-to-head in cars and cross-country courses that can be customized to make a multitude of difference every time you play!

## Mean Machines

MRC starts out with a selection of eight vehicles, and you'll get the keys to the bonus ninth and tenth cars if you defeat them in the Match Races. The two bonus cars are the fastest of the pack: one is the hot rod Deus (clocking in around 230 km/h), and the other is the sleek VH110R (streaking by at around 260 km/h). Since MRC's roads and detours alternate between rugged off-roading and smooth on-roading, you'll want to test-drive each vehicle (varying from four-, front- and rear-wheel drive) to sample how it handles the ever-changing road conditions. Some cars are built for shredding up the streets, some for off-road trailblazing, and others are fairly balanced for both situations.

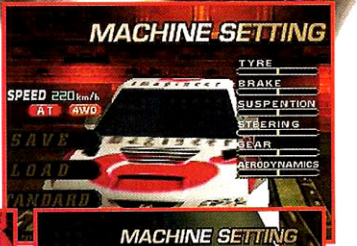

SPEED 260km/h
AT
R
4WD
TTING

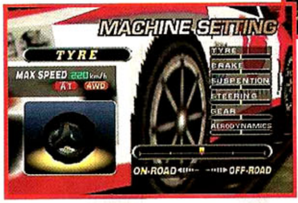
MAX SPEED 155km/h
2
AT
R
4WD
SETTING

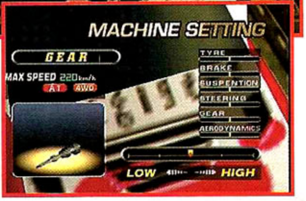
**To get behind the wheel of the sleek blue VH110R, you'll have to smoke it in the Match Races. Practice first by cruising in the yellow Kingroader—its easy handling makes it the perfect ride for rookie racers.**

## The Beauty of the Ride

Each car varies in traction, braking, suspension, steering, power and aerodynamics. Each unique feature also has its advantages, and MRC lets you soup up any of your car's attributes to your liking. Sleek street cars are prone to wiping out on unpaved roadways, so you might want to add off-road tires to them. Depending on how much of a road warrior you are, you may want to adjust your braking or steering sensitivity. If you like springing for the off-road detours, tweak your vehicle's suspension. By tuning up your gears, you can maximize either your top speed or rate of acceleration. The angle of your spoiler can also affect your speed by making your ride more aerodynamic. If creating the ultimate vehicle gets your heart racing, take your car into the garage and try retooling it into a dream machine that will be the nightmare for other racers.

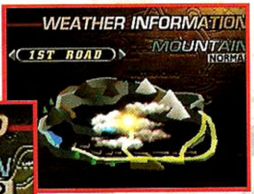

MACHINE SETTING
SPEED 220km/h
AT
4WD
SAVE
LOAD
TANDARD
TYRE
BRAKE
SUSPENTION
STEERING
GEAR
AERODYNAMICS

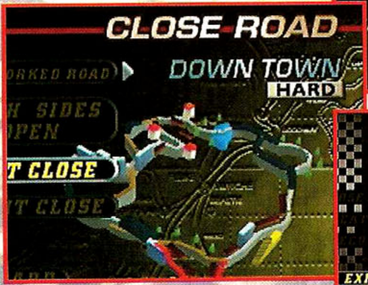

MACHINE SETTING
TYRE
MAX SPEED 220km/h
AT
4WD
TYRE
BRAKE
SUSPENTION
STEERING
GEAR
AERODYNAMICS
ON-ROAD
OFF-ROAD


MACHINE SETTING
GEAR
MAX SPEED 220km/h
AT
4WD
TYRE
BRAKE
SUSPENTION
STEERING
GEAR
AERODYNAMICS
LOW
HIGH

## Hit the Road, Jack

You're never far from a fork in the road in MRC. As you speed through any of the three courses, you'll have to make split-second decisions about which path to tackle. Determining which mean street to take in order to cut your competition off at the pass is just one of your worries. Capricious weather will damper your driving, but, fortunately, you can check the forecast for each area of a course. If you're a beginner, start with the easier Seaside Course or intermediate Mountain Course. If you're a speed demon, try the marathon Downtown Course. And when you're up for a new challenge, throw yourself and other racers for a loop by closing roads to customize your own racetrack.


WEATHER INFORMATION
1ST ROAD
MOUNTAIN
NORMAL

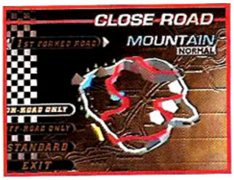

CLOSE ROAD
DOWN TOWN
HARD
ORKED ROAD
H SIDES
OPEN
T CLOSE
T CLOSE

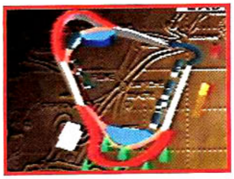
MOUNTAIN
NORMAL
1 KRO 02'44"300
FASTEST LAP 00'53"010
EXIT

# MULTI-CHALLENGE

## On the Road Again

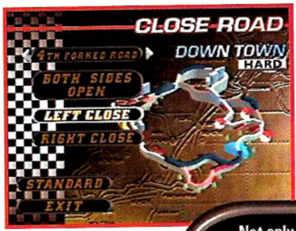
MRC's physics strike with stunning realism as snow, grass and standing water spin racers out of control. The racing slicks of street cars will get little traction off-road, while the nubby tires of off-roaders will slip on smooth streets. To win, you'll have to stick to the shorter off-road paths, and pavement pilots will just have to roll with it.

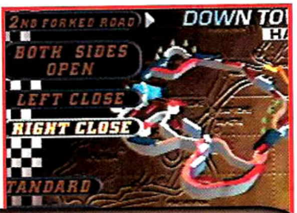

CLOSE ROAD
1ST FORKED ROAD
MOUNTAIN
NORMAL
ON-ROAD ONLY
OFF-ROAD ONLY
STANDARD
EXIT



## Road to Nowhere

Every fork in the road branches into a rough off-road path and a smoother (but no less hectic) paved path. MRC enables you to shut down roads so you can race with some or no detours at all. Every course variation will have its own best time, so experiment with road closures to open up new possibilities in Time Trial Mode.

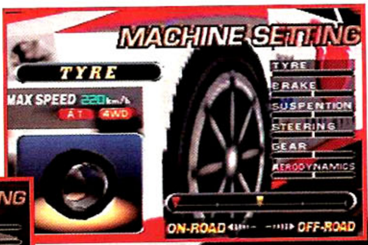

CLOSE ROAD
4TH FORKED ROAD
DOWN TOWN
HARD
BOTH SIDES OPEN
LEFT CLOSE
RIGHT CLOSE
STANDARD
EXIT

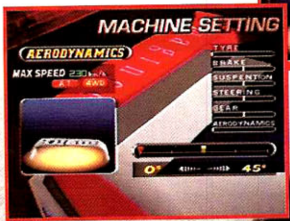

2ND FORKED ROAD
DOWN TO
BOTH SIDES OPEN
LEFT CLOSE
RIGHT CLOSE
TANDARD

Not only do you get to sit in the driver's seat to race, but you get to be in command of city planning, too. Confine any course to on- or off-road paths only or shut down individual roads to customize the racetrack.

## Driving Crazy

Once you've mastered driving all ten vehicles and navigating the hairpin turns of all three courses, take your set of wheels into the garage for a twisted tune-up. Grease monkeys will go bananas for MRC's Machine Setting option that allows drivers to totally trick out their cars. Further test your skills and drive yourself crazy by replacing your tires with 100% on-road traction. Minimize drag and increase your aerodynamics by removing your spoiler. Shift gears to max out your speed, then switch to a manual transmission. Try customizing the Ocean pickup in this manner. Unleash your demon-on-wheels at the Mountain Course and see how well you can place while fishtailing and doing donuts throughout the track.


MACHINE SETTING
TYRE
MAX SPEED 220km/h
AT
4WD
TYRE
BRAKE
SUSPENTION
STEERING
GEAR
AERODYNAMICS
ON-ROAD
OFF-ROAD


MACHINE SETTING
AERODYNAMICS
MAX SPEED 230km/h
AT
4WD
TYRE
BRAKE
SUSPENTION
STEERING
GEAR
AERODYNAMICS
0°
45°

T.T.
65
Lap Time
00'09"393
Total
00'09"393
Record
01'57"798

T.T.
06
Lap Time
00'54"808
01'12"943
00'12"679
02'20"
Recor
01'57"798

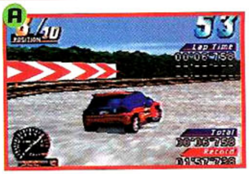
To really put your driving skills to the test, install slippery bald tires, remove your spoiler, then head out for some crazy sliding and driving. You may be in the driver's seat, but you'll hardly be in control.

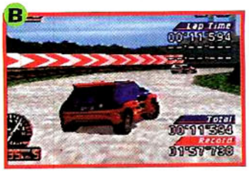
# SEASIDE

## ON ROAD

### Route One

Your crash course to conquering this coastal cruise starts at Point A. Aim for the grassy shoulder, then pull a hard right at Point B. Stay on the grass and to the left of the cones to enter the tunnel.


A
3/10
53
Lap Time
00'06"758
Total
00'06"758
Record
01'57"738


B
Lap Time
00'11"594
Total
00'11"594
Record
01'57"738

**Track Information**

Road One: The skies are much clearer after yesterday's storm. Roads are dry, except for the off-road route which still has some puddles.

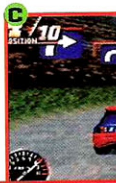
Road Two: There's a possibility of some light drizzle. On the coastal road, ocean breezes are spraying mist making visibility hazy.

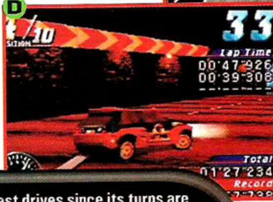
🟢 On-Road

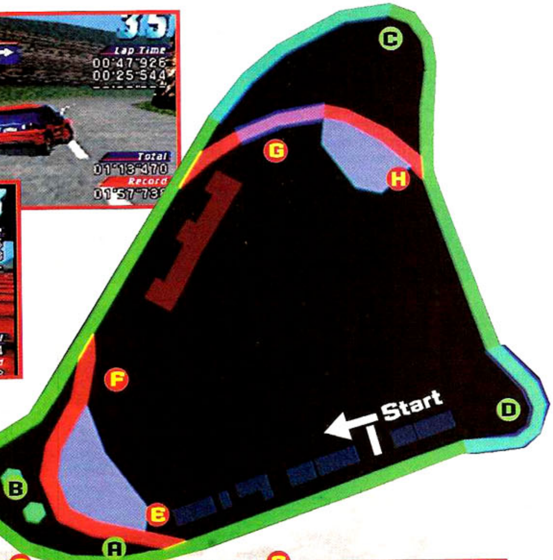
🔴 Off-Road

### Route Two

Grass that can spin your car out borders the road outside the tunnel exit at Point C, so jam your steering wheel to the right to stay on track and in control. In the next tunnel, race in the inside lane, then hang a sharp right at Point D. If you hug the inside close enough, you won't swing out into the tunnel wall.


C
/10
35
Lap Time
00'47"926
00'25"544
Total
01'13"470
Record
01'57"738


D
/10
33
Lap Time
00'47"926
00'39"308
Total
01'27"234
Record

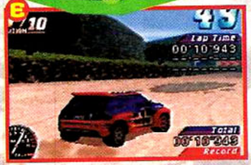

C
G
H
F
D
Start
B
E
A

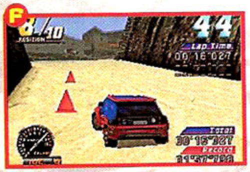
The Seaside's perfect for test drives since its turns are followed by long straightaways. Tight cornering can send any car skidding, so use this track to familiarize yourself with each car's unique cornering ability.

## OFF ROAD

### Route One

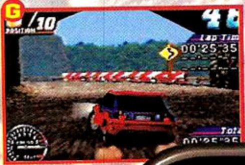
Cut your time by rumbling through the off-road detour. At Point E, gradually turn right then pull out wide to avoid the slippery puddles. Stay centered in the lane as you approach Point F, and zip to the right of the first set of cones. At the next turn, closely skim by the second set of cones.

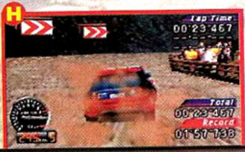

E
/10
43
Lap Time
00'10"943
Total
00'10"943
Record


F
3/10
44
Lap Time
00'16"027
Total
00'16"027
Record
01'57"738

### Route Two

As you enter Tunnel G, cling to the right as you swing around the bend. Once you spot the other end of the tunnel, swerve to the left side of the opening–you'll be lined up to take on most of the S-curve with little maneuvering. Once you pass the two red right arrow signs at Point H, bank a hard right, then straighten out when you pass the green merge sign.


G
/10
Lap Time
00'25"35


H
Lap Time
00'23"467
Total
00'23"467
Record
01'57"738

S-curves snake throughout MRC's courses. If you enter some at the right angle, you should be able to drive straight through. Avoid zig-zagging through the S-curve at Point H by exiting the tunnel from the left.

# MOUNTAIN ON ROAD

## Track Information

**Road One:** Weather will be the tamest at the foothills, but the sunny skies may become overcast and even bring rain.

**Road Two:** Turn cautiously because roads are covered with compact snow.

**Road Three:** Storm clouds are rolling in, so you may encounter rain showers.

**Route Three:** The skies are deceptively clear and sunny, because a chance of rain showers is in the forecast.

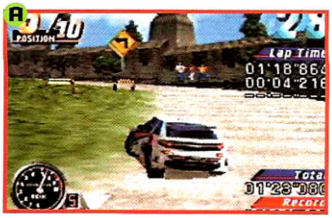
**Route Four:** More rain may be in store. The gully past the off-road bridge at Point G has already collected a lot of rain.

🟢 On-Road

🔴 Off-Road

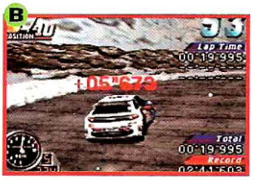
## Route One

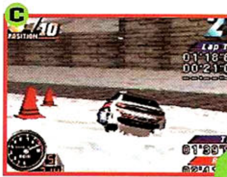
While hot air balloons leisurely float above, you're down below running yourself ragged racing through the Mountain. Make things easier on yourself by cutting the corner at Point A. As soon as you spot the left turn sign, zip to the left of the barriers and across the lawn.

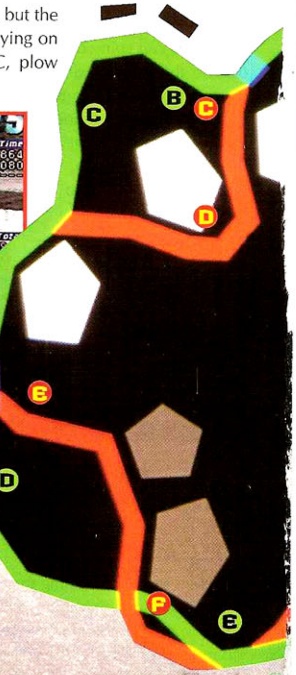

A
POSITION
Lap Time
01'18"864
00'04"216
Total
01'23"080
Record

## Route Two

Wintry conditions blanket the mountain pass. The road is bare, but the shoulders are slick with fresh powder. Avoid slipping up by staying on the pavement when you careen around Point B. At Point C, plow through the snow and swing by the cones to cut the corner.

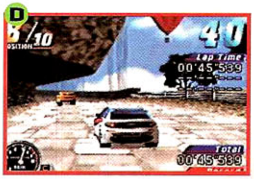

B
Lap Time
00'19"995
+05"673
Total
00'19"995
Record


C
Lap Time
01'18"864
00'21"080



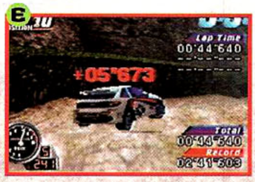
## Route Three

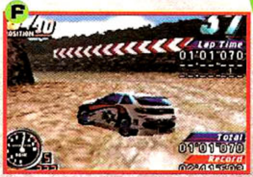
Point D is one of the course's gentler curves, so try to enjoy it. To help you savor the moment as you gradually turn left, sneak a peek at the floating balloons and cascading waterfalls.

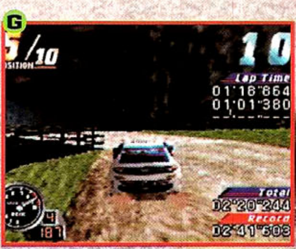

D
Lap Time
00'45"539
Total
00'45"539

## Route Four

One of the tricks for navigating these willy-nilly turns is to pull out wide then cut close to the inside of the curve. At Point E, zip through the turn by swinging out toward the left bank. Straighten out, then head for the right shoulder so you can take on the gradual left turn of F. A sharper left turn will jab you at Point G, so ride in close to the grassy left shoulder, then quickly make a tight left turn.


E
Lap Time
00'44"640
+05"673
Total
00'44"640
Record
02'41"503

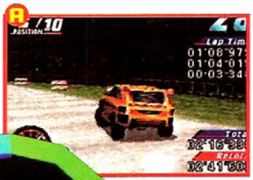

F
Lap Time
01'01"070
Total
01'01"070
Record

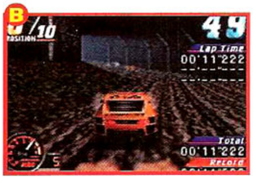

G
5/10
Lap Time
01'18"864
01'01"380
Total
02'20"244
Record
02'41"503

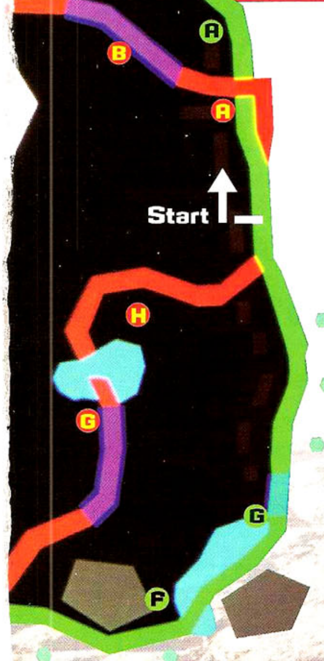
# OFF ROAD

## Route One

The turn at Point A bends at almost a right angle, so you'll have to pull out wide to successfully barrel through it. Approach the curve from the right lane, then, as soon as the road curves, slam your car hard to the left. Quickly straighten out to navigate Tunnel B, and exit near the left wall.

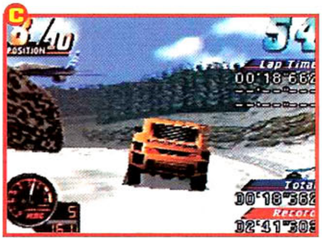

A
/10
POSITION
Lap Time
01'08"97
01'04"01
00'03"34
Total
Record

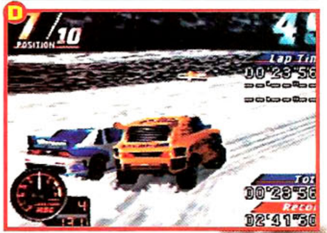

B
/10
POSITION
49
Lap Time
00'11"222
Total
00'11"222
Record


A
B
A
Start
H
G
G
F

## Route Two

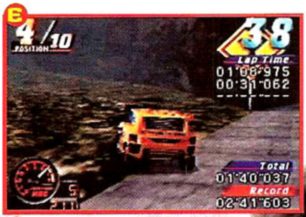
Buckle and bundle up for some arctic adversity! To compensate for the slick snow, turn widely so you'll have plenty of room to slide. Stay to the left at Point C, then speed to the inside lane at Point D. Sharply turn right and keep your wheels turned until you breeze by all three barriers.

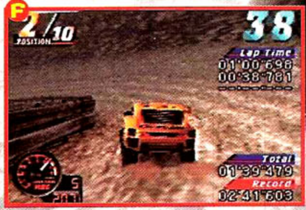

C
/10
POSITION
54
Lap Time
00'18"662
Total
00'18"662
Record
02'41"603


D
7/10
POSITION
Lap Time
00'23"56
Total
00'23"56
Record
02'41"60

## Route Three

Watch out for the deer! You can't hit it, but you'll want to follow it. The deer will head to the entrance of Point E, so make a sharp left to enter the marshy area. Once you cross the bridge leading to Point F, keep the fence in view and cut left across to the checkpoint.

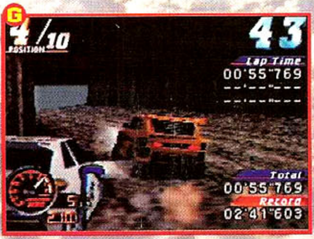

E
4/10
POSITION
38
Lap Time
01'08"975
00'31"062
Total
01'40"037
Record
02'41"603

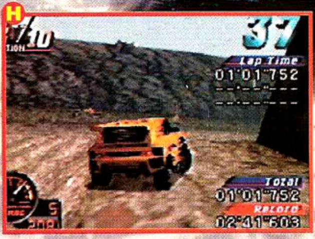

F
2/10
POSITION
38
Lap Time
01'00"698
00'38"781
Total
01'39"479
Record
02'41"603

GHEPARDO
GHEPARDO
GENKI

## Route Four

Tunnel G turns sharply to the left, so hug the left wall and veer around the bend as soon as you can. The tunnel's exit will boost you over some standing water, so straighten your wheels before you catch any air. After landing, head for the sharp right turn at Point H.


G
4/10
POSITION
43
Lap Time
00'55"769
Total
00'55"769
Record
02'41"603


H
37
Lap Time
01'01"752
Total
01'01"752
Record
02'41"603

# DOWNTOWN ON ROAD

## Track Information

**Road One: Visibility may become hazy as the sun tries to poke through the thickening canopy of clouds.**

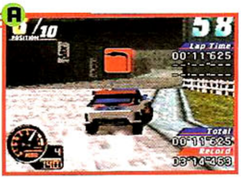
**Road Two: The cloud cover gets heavier, possibly bringing some rain.**

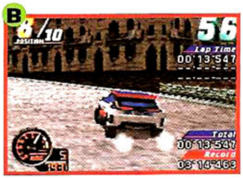
**Road Three: Fog and rain may be developing near the on-road mountainside track that takes you beneath the waterfall.**

**Route Four: Mostly sunny skies prevail, but the off-road shortcut at Point G is still very slick and wet.**

🟢 On-Road
🔴 Off-Road

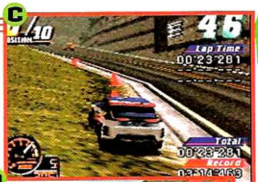
## Route One

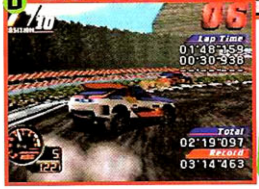

A
/10
58
Lap Time
00'11"625
Total
00'11"625
Record
03'14"463


B
6/10
56
Lap Time
00'13"547
Total
00'13"547
Record
03'14"463

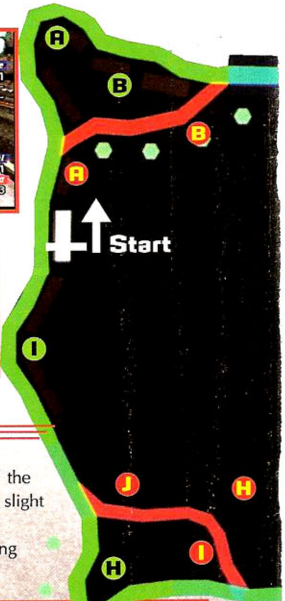
Sinuous streets tangle up the marathon roller-coaster course of Downtown. Point A is a hairpin turn, so keep your steering wheel slammed to the right until you spot the tunnel and left turn warning. Before you can catch your breath, pull out of it and make a quick left turn at Point B.

## Route Two

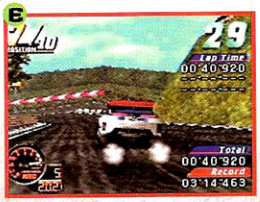

C
/10
46
Lap Time
00'23"281
Total
00'23"281
Record
03'14"463

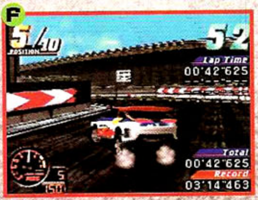

D
7/10
06
Lap Time
01'48"159
00'30"938
Total
02'19"097
Record
03'14"463

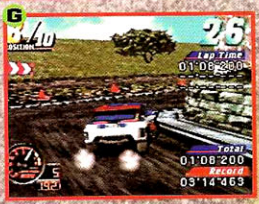
Make a beeline through Point C by cutting the corner at the left shoulder. Let the cones guide you while you grind the grassy area into compost. The drastically sharp right turn at Point D can also grind you up—into a pulp (and to a halt)—if you sideswipe the guardrail, so you might want to tap your brakes.


A
B
B
A
Start
I
J
H
H
I

## Route Three


E
/10
29
Lap Time
00'40"920
Total
00'40"920
Record
03'14"463

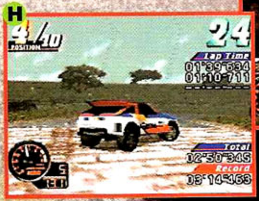

F
5/10
52
Lap Time
00'42"625
Total
00'42"625
Record
03'14"463

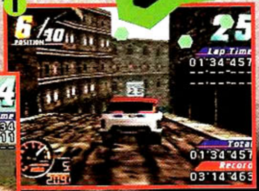

G
/10
26
Lap Time
01'08"200
Total
01'08"200
Record
03'14"463

Downtown is not only the longest run, but it's the most confusing and chaotic. It's easy to lose track of the road at Point E because the nearby off-road track and train tunnel look like potential detours beckoning you. Stay on course by gradually pulling to the left. At Point F, quickly zigzag right then left. In general, you'll want to try to stay in close to any orange cones. At the final turn of the Point F S-curve, swing out wide into the cones. At Point G, swerve right, and if you just clip the cones, you should be able to clear the corner.

## Route Four

The right hairpin turn at the end of the cobblestone bridge begins with a slight drop, so be sure your car is aimed in the right direction before flying through Point H. When you reenter the city at Point I, avoid oversteering in the narrow streets.

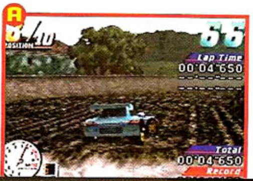

H
4/10
24
Lap Time
01'39"634
01'10"711
Total
02'50"345
Record
03'14"463

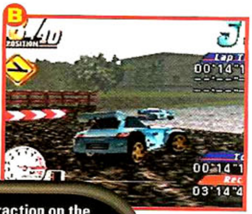

I
6/10
25
Lap Time
01'34"457
Total
01'34"457
Record
03'14"463

# OFF ROAD

## Route One

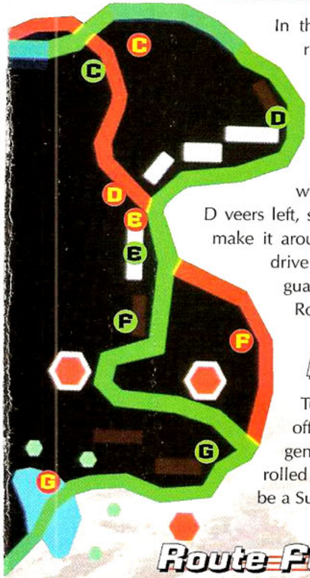
You'll be skidding out of control a lot more on the off-road route, but you'll also make up a lot of time, so try roughing it to win the gold. The first stretch of off-road action socks it to you with a quick right-left-right. Roll with the punches by steering hard to the right as soon as you enter Point A. The next turn is a much wider left curve, so gradually veer to get around it. Once you see the right turn warning, sharply spin out to the right to clear Point B.


A
Lap Time
00'04"650
Total
00'04"650
Record

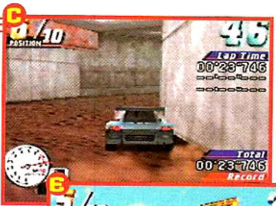


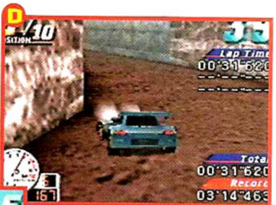
**You'll have a tough time finding enough traction on the gravel roads to navigate the tight turns without sliding or spinning out. Leave yourself some skidding room by driving close to the inside of the speedway.**

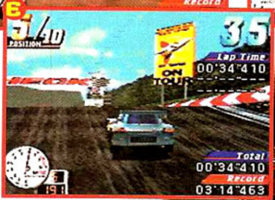
## Route Two


C
C
D
D
E
E
F
F
G
G

In the tunnel, gradually turn right when you hear, "Sharp right turn." Once the wall's texture changes at Point C, tighten up your steering, because the turn will become more severe. Tunnel D veers left, so head toward the left wall to make it around the bend. When you exit, drive parallel to the red and white guardrail to position yourself for Route Three.

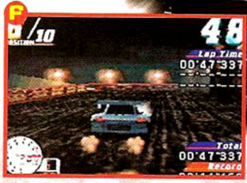

C
Lap Time
00'23"746
Total
00'23"746
Record


D
Lap Time
00'31"620
Total
00'31"620
Record
03'14"463


E
35
Lap Time
00'34"410
Total
00'34"410
Record
03'14"463

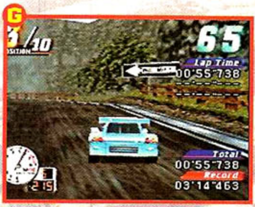
## Route Three

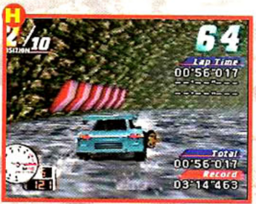
Tunnel F is probably the easiest of the off-road routes to navigate. The road gently turns to the right, and if you've rolled through this far, clearing it should be a Sunday drive.

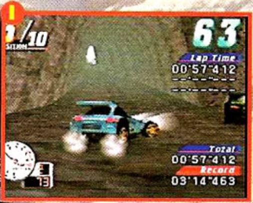

F
48
Lap Time
00'47"337
Total
00'47"337
Record

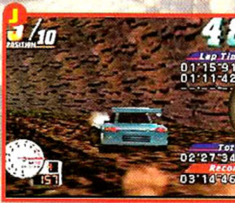
## Route Four

Point G is a secret shortcut that doesn't appear on the game's map. To enter it, drive through the opening by the One Way sign. The shortcut leads you through a waterfall, so be ready to slip and slide in the water. Just past the shortcut is the tunnel where Point I marks the easily-missed off-road route. Find it by swerving right when you pass the red and white arrows.


G
65
Lap Time
00'55"738
Total
00'55"738
Record
03'14"463


H
64
Lap Time
00'56"017
Total
00'56"017
Record
03'14"463


I
63
Lap Time
00'57"412
Total
00'57"412
Record
03'14"463


J
48
Lap Time
01'15"919
Total
02'27"343
Record
03'14"463

**The off-road path at Point H is hidden from view, so you'll have to turn blindly to enter it. It's a risky move that can send you straight into a tunnel wall. It's quicker and safer to use the shortcut at Point F.**

# CLASSIFIED INFORMATION

0428 6211 4842 0680

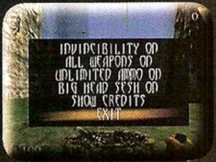
MEMBER IDENTIFICATION #

## Turok: Dino Cheats

Dinosaurs are hot stuff these days, and Turok: Dinosaur Hunter for the N64 is no exception. Turok fans are still licking their chops over the feast of steamy jungle action that Acclaim has served up, so we're coming back to the table with another platter brimming over with bloody good cheats. Type in the following passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheat effects on and off. Remember that some cheats may or may not work together.

### Robin's Cheat

This handy code combines the Invincibility, All Weapons, Unlimited Ammo, Big Heads and Credits cheats. Input **RBNSMTH** on the Enter Cheat screen.

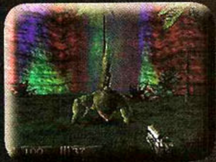

INVINCIBILITY ON
ALL WEAPONS ON
UNLIMITED AMMO ON
BIG HEAD SESH ON
SHOW CREDITS
EXIT

### Dana's Code

Dana's Code gives you very small enemies. Type in **DNCHN** on the Enter Cheat screen. Despite their small size, your opponents will be just as deadly as they were before!

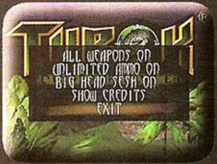
### Add Color

To spruce up the decor with some cool color schemes, input **LLTHCLRSFTHRNB** on the Enter Cheat screen. My, my, why don't we try the paisley, instead?



### Greg's Mode

Type in **GRGCHN** on the Enter Cheat screen for a combination of the All Weapons, Unlimited Ammo, Big Heads and Show Credits cheats.

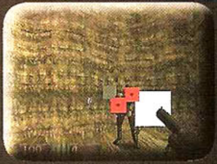

ALL WEAPONS ON
UNLIMITED AMMO ON
BIG HEAD SESH ON
SHOW CREDITS
EXIT

### Show Enemies

This code shows you nearby enemies when the map function is turned on. Enter **NSTHMNDNT** as your cheat password.

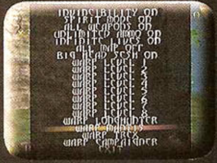
### Quack Mode

This code lowers the resolution of the graphics and makes "hit boxes" appear when you battle an enemy. Type in **CLLTHTNMTN** as your cheat password.



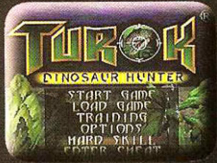
### The Big Cheat

When it's time for you to give those raptors the big payback, enter **NTHGTHDGDCRTDTRK** as your cheat password. This cheat includes two stage selects, Invincibility, All Weapons and much more!


INVINCIBILITY ON
SPIRIT MODE ON
ALL WEAPONS ON
UNLIMITED AMMO ON
INFINITE LIVES ON
ALL MAP OFF
BIG HEAD SESH ON
WARP LEVEL 1
WARP LEVEL 2
WARP LEVEL 3
WARP LEVEL 4
WARP LEVEL 5
WARP LEVEL 6
WARP LEVEL 7
WARP LEVEL 8
WARP LONGHUNTER
WARP MANTIS
WARP TREX
WARP CAMPAIGNER
EXIT

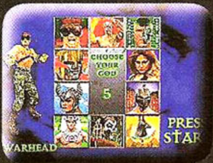
### More To Come?

Most of the Turok cheats can be found by beating the game on different difficulty levels. Are there any more? Only time and your dino-hunting skills will tell!

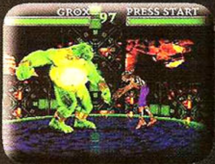

TUROK
DINOSAUR HUNTER
START GAME
LOAD GAME
TRAINING
OPTIONS
HARD SKILL
ENTER CHEAT

## Grox, Exor or Random God

To play as Grox, go to the Character Select screen and press Down, Right, Left, Left, Up, Down, Right, Up, Left and Left on the Control Pad. Do not move the cursor and start your game as usual. Before the match begins, your fighter will change into Grox. To play as Exor, follow the same general procedure, but press Left, Down, Down, Right, Left,' Up, Left, Up, Right and Down instead. To randomly select a god, hold Up on the Control Pad and press Start.



If the code is entered correctly, you'll hear a voice say, "All too easy."

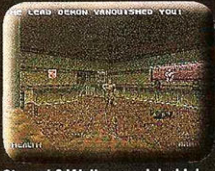


Will Grox and Exor remain supreme, or will another god usurp them?

## I Taunt In Your General Direction!

The Doom development team was a pretty irreverent bunch, to say the least. If you want to be on the receiving end of their verbal barbs, just leave your controller alone for a little while after you lose a life. After 30 seconds or so, you'll see some pretty biting messages pop up!

Don't press any buttons after you lose a life.



HE LEAD DEMON VANQUISHED YOU!

Oh yeah? Well, vanquish this!

## Cruis'n Codes

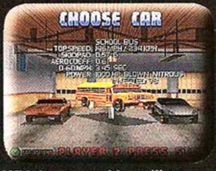
We printed these codes in our Members Only Special back in Volume 92, but we've received enough requests for them to warrant another lap around the track.

If you're already the King or Queen of the Road, maybe what you need is a new vehicle to master. On the Car Select screen, press and hold the left, top and bottom C Buttons. While holding these buttons, use the Control Stick to scroll through the cars. Three of the default sports cars will be replaced by an ATV, a School Bus and a Police Car.

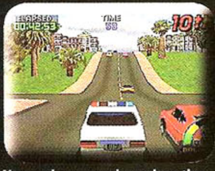
If that's not enough, here's a way to select three courses not normally available as individual races. On the Race Select screen, highlight US 101 and hold the L, the left C and the bottom C Buttons to make Golden Gate Park appear. Press Start to begin the race. To access Indiana, highlight Beverly Hills and hold the L, the top C and the right C Buttons. To make San Francisco appear, highlight the Grand Canyon and hold the L, the right C and the bottom C Buttons.

To help you stay on top of the standings, you can equip the most powerful version of a car with a Nitrous Boost system. First achieve the fastest time on a track. Enter your initials and scroll to the bottom of the scoreboard. Push the Control Stick to the left until a head appears. Now select any fully powered–up car and start a race. For every Checkpoint you pass through, you'll collect one boost. To activate a boost, press Brake, Brake, Brake, Gas, Brake, and Gas.

To activate the flashing lights trick, achieve a Hot Time on any course and enter your initials. Scroll to the bottom of the scoreboard and press Left on the Control Stick until a head appears. Now select either the School Bus or the Police Car and start a race. Press Brake, Brake and then hold Gas to make the lights flash. Let off the Gas to make them stop.



Which one would you like today? How about the big yellow number?

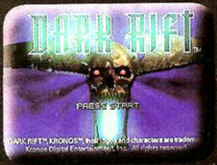


Hey, pal, no passing when the lights are flashing!

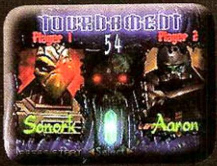
# DARK RIFT

## Sonork Code

Here's a juicy little code for Vic Tokai's 3-D tourney fighter for the N64. To play as Sonork, press the L Button, the R Button, top C, bottom C, left C and right C on the Title screen. If the code is entered correctly, you'll hear a tone. Now go to the Character Select screen to see Sonork added to the lineup. This code is usually found by completing the game on the Hard difficulty level. If it doesn't work after several tries, turn your control deck off and on before trying again.


DARK RIFT
PRESS START
DARK RIFT™, KRONOS™, their logos and characters are tradem
Kronos Digital Entertainment, Inc. All rights reserved

Enter the code on the Title screen and listen for a tone.

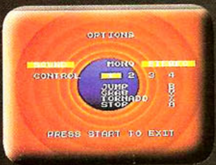

TOURNAMENT
Player 1
54
Player 2
Sonork
Aaron

Are you ready to take me on, little one?

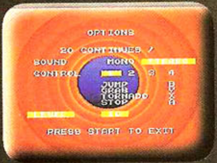
# TAZ-MANIA

## Stage Select and 20 Continues

Everybody's favorite little devil is back, courtesy of Majesco. To activate the Stage Select, go to the Options screen and press A, Y, A, Y, X, Y, B, A, R Button and L Button. The Level option will then appear. Highlight the option and press Left and Right to adjust the starting stage number. For 20 Continues, press Y, X, B, X, A, X, L Button, R Button, B, A, Y, A, X and A on the Options screen. You'll receive a message if the code is entered correctly.


OPTIONS
SOUND
MONO
STEREO
CONTROL
2
3
4
JUMP
GRAB
TORNADO
STOP
B
Y
X
A
PRESS START TO EXIT

Both codes are entered on the Options screen.

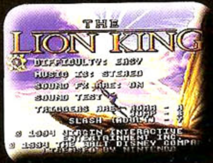

OPTIONS
20 CONTINUES
SOUND
MONO
STEREO
CONTROL
2
3
4
JUMP
GRAB
TORNADO
STOP
B
Y
X
A
LEVEL
PRESS START TO EXIT

As Taz might say, "Rar-ragh-agg-ag-gahr-rrbbb-thbbbt!"

# THE LION KING

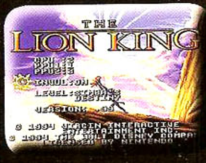
## Hakuna Matata!

This is just one of several classic Super NES games that are being rereleased by Majesco under license from their original publishers, and they all certainly deserve a bit of attention from us here at Classified Info. To access a secret Options screen, go to the normal Options screen and press B, A, R Button, R Button and Y. The secret Options include invulnerability and stage select functions.



THE LION KING
DIFFICULTY: EASY
MUSIC IS: STEREO
SOUND FX ARE: ON
SOUND TEST
TRIGGERS ARE: ROAR - A
JUMP - B
SLASH (ADULT) - Y
© 1994 VIRGIN INTERACTIVE ENTERTAINMENT, INC.
© 1994 THE WALT DISNEY COMPA
LICENSED BY NINTENDO

Once the code is entered, the secret Options will appear.



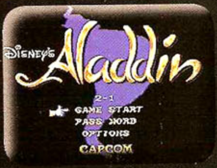
THE LION KING
INVULTON
LEVEL: DESTINY
VERSION: .09
© 1994 VIRGIN INTERACTIVE ENTERTAINMENT, INC.
© 1994 THE WALT DISNEY COMPA
LICENSED BY NINTENDO

The Invulerability option is especially handy.

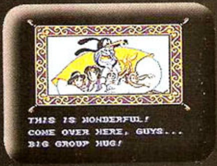
# Disney's Aladdin

## Stage Select

Here's another blockbuster Disney movie that became a blockbuster game for the Super NES. To activate the Stage Select, go to the Options screen and press the L Button, the R Button, Start, Select, X, Y, A and B quickly on Controller II. Now use Controller I to exit the Options screen and return to the Title screen. With Controller I, hold the L and R Buttons and use the Control Pad to choose a starting stage.


Disney's Aladdin
2-1
GAME START
PASS WORD
OPTIONS
CAPCOM

One you've chosen a stage, press Start to begin.



THIS IS WONDERFUL!
COME OVER HERE, GUYS...
BIG GROUP HUG!

You can skip right to the end and save the kingdom!

# CLASSIFIED INFORMATION

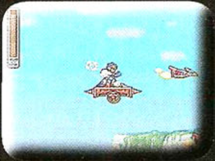
## MEGA MAN X

### Mega Man Fireball

The Blue Bomber has been given one more lease on his robotic life with the rerelease of Mega Man X by Majesco under license from Capcom. This trick is time consuming, but it allows Mega Man to throw a potent fireball, like Ryu and Ken do in the Street Fighter series. To make this trick work, you must first collect all the Heart Tanks (8), Sub Tanks (4), Special Weapons (8) and Power-Ups (4) in the game. Passwords will not save the Fireball power, so if you want to have this special attack in your arsenal, you'll have to repeat this trick every time you play the game.

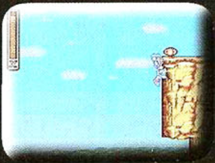
### Step 1

After you collect all the required items, go to the Armored Armadillo stage. Ride the last mine cart until it launches you outside. Jump just before it hits the wall.



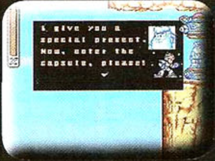
### Step 2

Grab the wall and climb up to the ledge. Collect the energy pellet and jump into the pit. You'll lose one life. Repeat steps one and two five times.



### Step 3

On the fifth try, a capsule will be on the ledge. Climb in to get the Fireball power. When your life meter is full, press Down, Down/Forward, Forward and Y to shoot a fireball!



I give you a
special present.
Now, enter the
capsule, please!

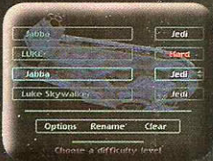
## STAR WARS SHADOWS OF THE EMPIRE

### Supercharged Weapons

After last month's Nintendo Power Exclusive on Star Wars: Shadows of the Empire, you might have thought we'd be fresh out of codes for this puppy. Think again! We have just a few more fun tricks for this game, including a password code that will supercharge all your weapons. Stormtroopers will fold with just one shot from your standard blaster, and major enemies will take far fewer hits to defeat. We also have an addendum to the Credits code we printed back in Volume 94. It seems some changes were made to it after we went to press and just before the game was released.

### Super Weapons

This code works on the Jedi difficulty level only. Start a game and use "_Jabba" as your name (the underline is a space). That's all there is to it!

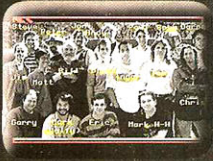


| | |
|---|---|
| Jabba | Jedi |
| LUKE | Hard |
| Jabba | Jedi |
| Luke Skywalker | Jedi |

Choose a difficulty level

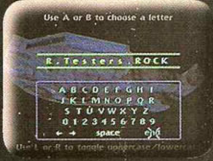
### Credits/Photo

To see the uncensored credits, enter "_Credits" as your name and begin a game. Press Start to go back to the Title screen. Press Up and Right to see a LucasArts staff photo.



### Wampa Rumpus

To hear the wampas roar while you're using the game menus, enter "R_Testers_ROCK" as your name. This code is silly, but fun.



Use A or B to choose a letter

R.Testers.ROCK

Use L or R to toggle uppercase/lowercase

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**

# GO FOR THE GOLD!

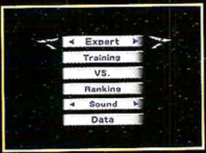
# STAR FOX 64™

©1997 NINTENDO.

**You may not be a commissioned officer in the Cornerian military, but in Star Fox 64, even a mercenary rogue like you can be decorated for valor in combat. We'll not only show you how to rack up extra points to win a chest full of honors, we'll reveal how to open up another solar system's worth of nova-hot adventure!**

## ALL PILOTS, TO YOUR ARWINGS!

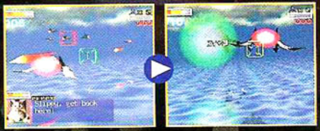
If you score a certain number of hit points in a mission, and if all your wingmen survive, you'll be awarded a gold medal. If you win a medal in every mission, you'll enable the Extra Mode. The Extra Mode gives you access to the Landmaster tank in the Vs. mode, a sound test feature and a set of Expert Missions. The Expert Missions have the same layouts as the normal missions, but there are more enemies to defeat, and some enemies are tougher and smarter than before. As a bonus, you'll also notice that a certain dashing young pilot is wearing some very cool shades—much like his father's!



## TACTICAL DATA

We've mapped out each mission and pinpointed key strategies for racking up lots of hits. In general, though, you should use the lock-on feature as much as possible and learn where Smart Bombs will do the most good. Alternate between charged-up laser blasts and rapid-fire shots to clear the entire screen of large groups of enemies.

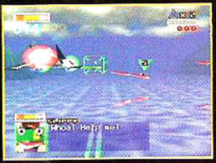
### TARGET LOCKED...FIRE!


Slippy, get back here!

**Hold A to charge the lasers. Aim the cursor at an enemy to lock on, and tap A to fire. The resulting explosion can take out an entire group.**

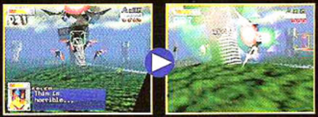
### MAYDAY! MAYDAY!

**All of your wingmen must survive a mission if you want to earn a medal for that sortie. Always go to their aid when they call for help. They will probably return the favor at key points during the campaign against Andross.**


SLIPPY
Whoa! Help me!

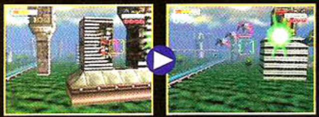
# CORNERIA

## SCORE 150 HITS

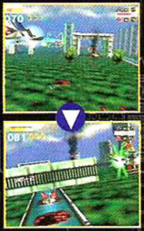


This is horrible...

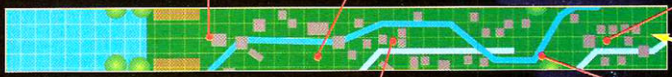
Lock on to the first quartet of ships as you enter the city. Maintain the lock and wait until they merge back into one group before you fire. They'll all go down for the count.



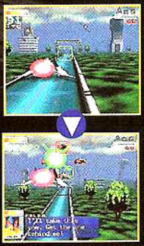
Fly between a pair of burned out buildings on the right side of the stage. This will make a trio of ships appear as you emerge. Take them down with one shot!



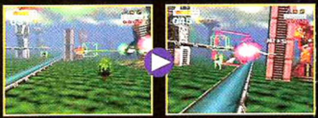
As you pass the highway, hit the brakes and take out the robot on the left. Blast your way through the gate, brake and then take out the tanks and the robot beyond.



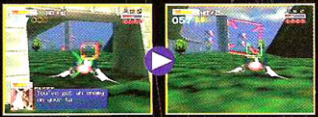
Score at least 70 hits by the Checkpoint



After you pass through the Checkpoint, dive through the gate down the road. This will make a squadron of ships appear. If you don't do this, only one or two ships will show up at this point.



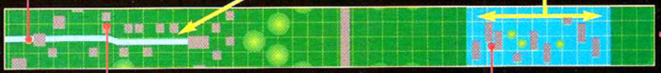
Trash the "building buster" robot as soon as you can, then lock on to the three tanks on the elevated highway. Swoop down and scoop up the Laser Upgrade if you can.

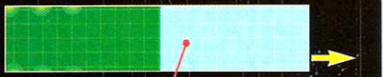


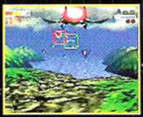
Blast any enemies on or near the highway. Dive down and fly between the supports at the end of the highway to make a squadron of ships appear near the demolition robot.

Help Falco here

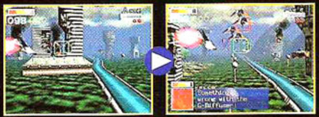
Fly through the arches



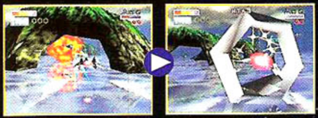




Destroy the ships chasing Falco and fly through the stone arches to open up this new, enemy-packed path.

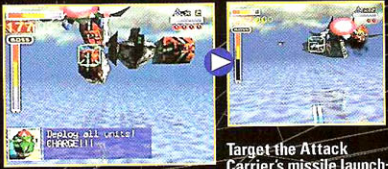


Fly through this burned out building to make more enemy ships appear. Falco will be calling for help very soon. Help him and take out all the other enemies near the highway.



Use the brakes to get through all the arches and blast the ski robots in your path. These bots will leave some Supply Rings behind, which you'll probably need by this time.

## ATTACK CARRIER



Deploy all units! CHARGE!!!

Target the Attack Carrier's missile launchers first. The heat-seeking missiles will chase your wingmen, but they won't bother you. Once they're all destroyed, go after the main body of the ship.

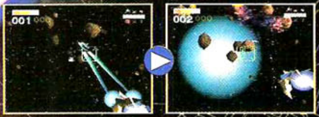
### BONUS HIT POINTS

Some enemies are worth more than one hit point, and most stage-ending "bosses" can be worth up to eleven hit points. The faster you defeat them, the more points they're worth. The chart below breaks down the bonuses for you.

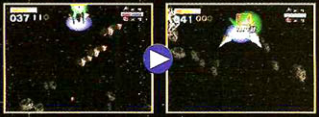
| | |
|---|---|
| Less than 2 minutes | +10 |
| Less than 3 minutes | +5 |
| Less than 4 minutes | +2 |
| Less than 5 minutes | +1 |
| Over 5 minutes | 0 |

# METEO

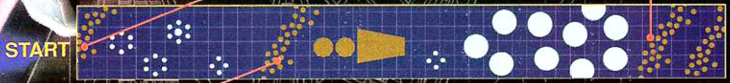
## SCORE 200 HITS

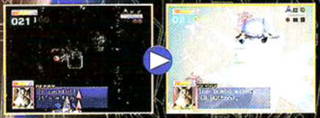


Breaking down the larger asteroids is time consuming, so use a bomb to vaporize a lot of them at once. Remember that you can detonate a bomb manually by pressing B.

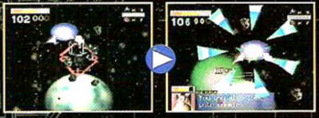


Just after ROB 64 calls you, a flight of enemy fighters will try to sneak up and ambush you from behind. Lock on and blast all of them at once with a charged laser.

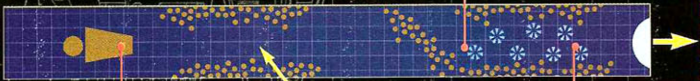




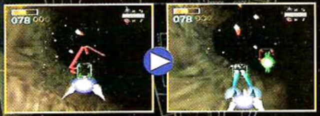
You can lock on to these butterfly-like enemies even before they pop out from behind the asteroids. Use a bomb to wipe out most of them, then clean up the rest with lasers.



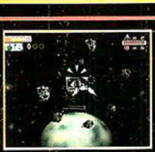
You can either destroy the spiraling squadrons near the warp gates or you can try to fly through all the warp gates and hyper-jump to Katina. You can get a medal either way.



**Score at least 90 hits by the Checkpoint**

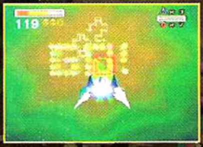


Slow down in this tunnel and lock on to as many laser cannons as you can. You can take out several at once with a bomb. Watch for the ships ahead laying tractor beam "webs."

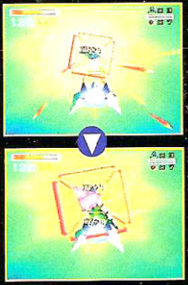


Passing through a warp gate will make you accelerate. Hit the brakes to cut your speed and barrel roll, or you may not be able to maneuver yourself through all seven gates.

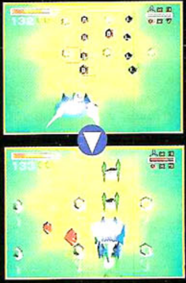
## WARP



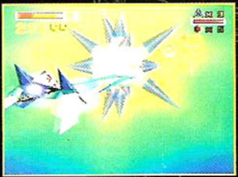
If you complete Meteo the normal way, it is possible, but fairly difficult, to score 200 points. The better strategy is to use the warp to get to Katina. You'll pass through a warp zone full of enemies, all of which will count toward your Meteo point total, and you won't have to face a boss!



Soon after you enter the warp zone, you'll see spiraling bolts of energy coming toward you. There is actually a squadron of ships heading for you, hidden by the bright glow. Slow down, lock on and blast these ships repeatedly. You can get two hits or more for each strike. Use a bomb if you have one, since you'll soon be able to collect more.



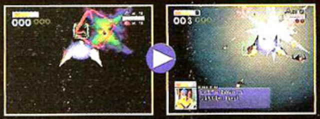
As you continue through the zone, you'll come across huge fields of items and upgrades. Loop through them to pick up as many bombs and upgrades as you can. Use bombs in the fields of striped asteroids. You won't be able to lock on to some of the enemies, so you'll have to rely on your lasers and quick reflexes to bring a lot of them down.



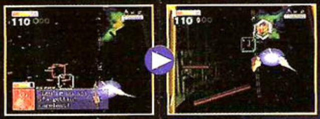
The last asteroid field will be filled with items. Blasting the asteroids will reveal even more. Stock up on bombs for future missions.

# SECTOR X

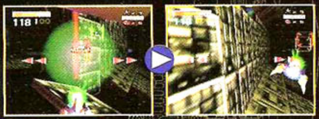
## SCORE 150 HITS



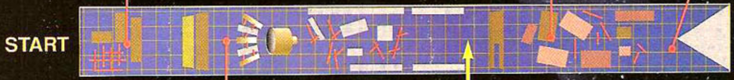
Sector X is jam-packed with enemy fighters, so save up as many bombs as you can for this mission. Lock on and blast the first group for a quick double-digit return.



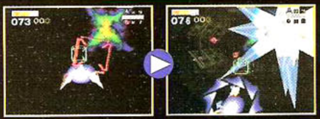
It wouldn't do to let your old man's pal, Peppy, end up as space dust. Target the fighters chasing him and then take out the spy satellites to pick up some silver and gold rings.



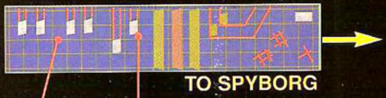
The stage forks into two paths at this point. Blast the three spy satellites for a Laser Upgrade and then duck to the right. There are many more enemies down that way.

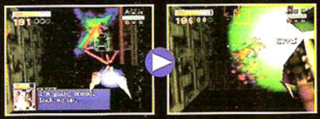


Score at least 90 hits by the Checkpoint

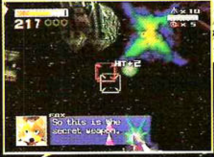


Detonate a mine at the center of the field to start a chain reaction. A charged laser blast can work, but a bomb is better.

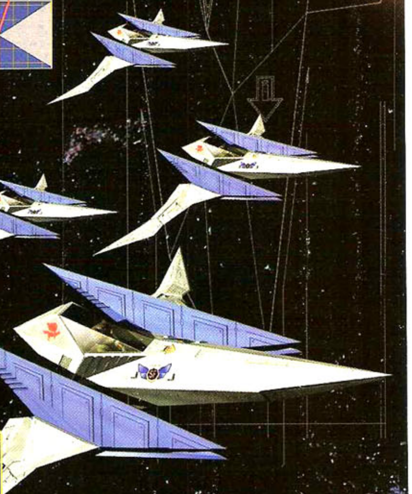


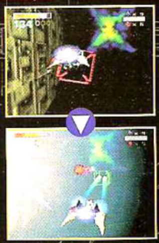


Bombs are in short supply, so use them sparingly. The laser guns are harder to hit than you think, so you may want to concentrate on the squadrons of enemy fighters instead.



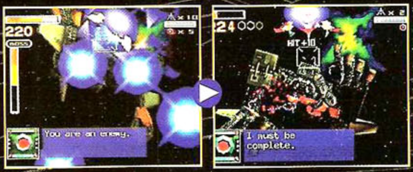
As the Spyborg approaches, you'll see small satellites in the distance. Lock on to them for a few extra hits.



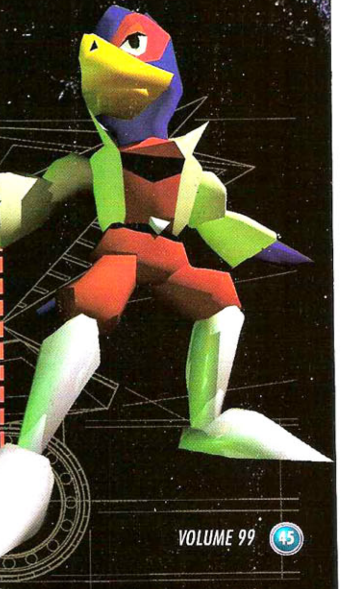


This area of Sector X is thick with enemy fighters. Some will loop out from the wreckage ahead while others will swoop in from behind. If you're having trouble targeting them all, lock on and wait for them to swarm together and then fire a bomb. Follow up with regular shots to clean up the strays.

### SPYBORG

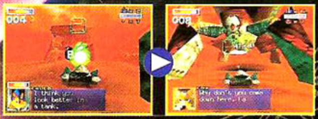


Target Spyborg's glowing eyes when it turns its head. Roll away from its laser blasts and flailing arms. In the second stage of the battle, the whole head is vulnerable. Destroy it before Slippy is knocked off course.



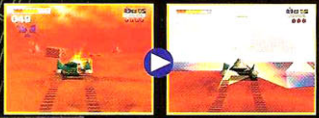
# TITANIA

## SCORE 150 HITS

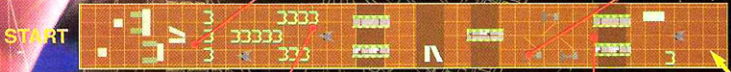


I think you look better in a tank.
Why don't you come down here, I'a

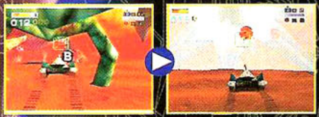
These tank-like terrapins will yield four hit points each, but only after a barrage of laser fire. Target their soft underbellies and hit them with everything you can muster!



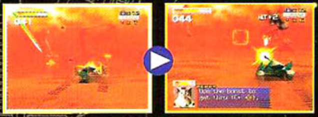
Andross's floating fortresses are heavily ray shielded. A well-placed bomb is the quickest way to bring one down. The explosion will bring down many nearby enemies, too.



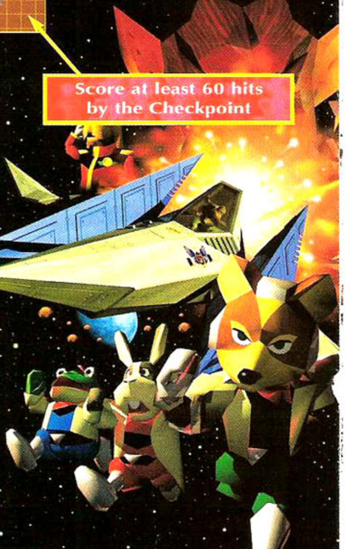
Score at least 60 hits by the Checkpoint

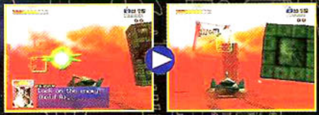


Steer the Landmaster through the central tunnel and then the left tunnel to make a Smart Bomb appear. You can save it or use it immediately to defeat the two terrapins.

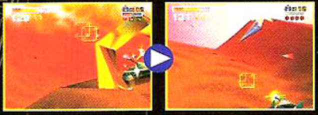


As you approach this ravine, you'll be charged by both airborne and earthbound enemies. Fire off a bomb to take them out all at once. Be careful—there's aminefield in the ravine..

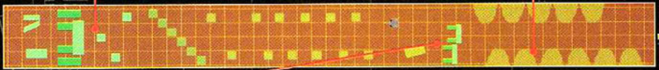


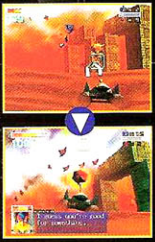


Several squadrons of enemy fighters will try to slip past you overhead. Target the lead ship in each flight with charged lasers. Look for extra bombs among the falling pillars.



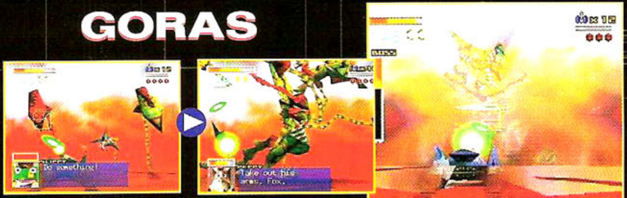
Rock-tossing robots will assault you from the hilltops. If you take out one of the first ones on the right with a bomb, most of the others will go up along with it.





As you near the ruined gates, more enemy fighters will approach from the front and from behind. Launch a bomb to down two or three squadrons at once. There are two waves, so pause until you see more ships, then fire another volley. You can use charged and normal lasers if you can't spare bombs, but the stone structures may interfere with your line of fire.

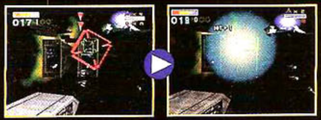
## GORAS



Concentrate your fire on Goras's laser-tipped arms.
Once it drops Slippy, you can really cut loose. Hover and barrel roll to get out of the way of its head-mounted hyper laser. When all its arms are gone, blast open its chest plate to expose its weak spot. The arms will regenerate a couple of times, but just repeat this process until Goras is toast.

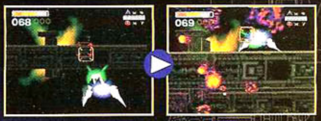
# SECTOR Y

## SCORE 150 HITS



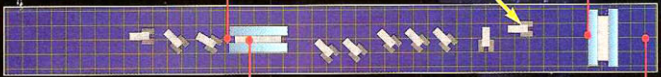
This carrier will spew out hostile starfighters from two launch bays. Lock on to one group with a charged laser or a bomb and spray the other with laser fire.

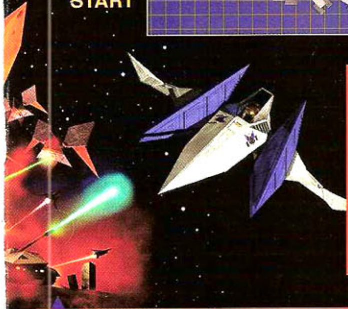
**Score at least 65 hits by the Checkpoint**

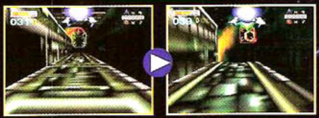


The path through the sector splits at this point. The upper path has more enemies than the lower. Hit the brakes and destroy both battle robots before you climb over the ship.

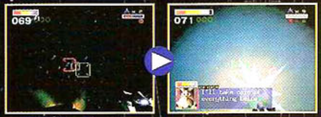
START



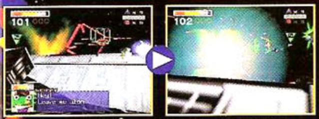




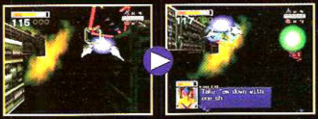
You can't fly into the launch bays, so swoop up and over the carrier. There are just a few more enemy ships along this path than the lower route, but every hit counts!



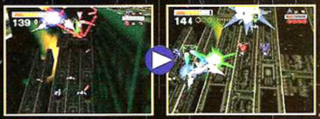
Several flights of small ships will swoop toward you here. Lock on to one of the lead ships and launch a bomb. Take care of the stragglers with a few well-aimed laser blasts.



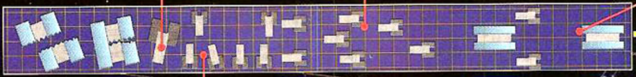
As you weave between the derelict ships, Slippy will call for help. Lock on to one of the pursuing fighters before you clear the last hulk and fire as soon as you can.



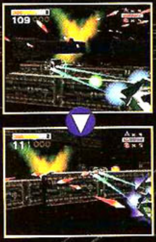
Another twelve fighters will swoop in from the four corners of the screen. Don't waste a bomb. A couple of charged laser blasts and a quick trigger finger are all you'll need.



Several flights of fighters are in formation with this last heavy cruiser. Hit the lead ships with charged blasts. They may give up some bombs for your efforts.

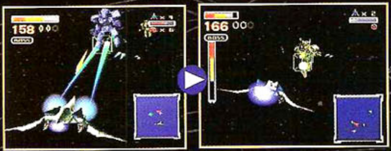


TO SHOGUN



As soon as you clear the wrecks, several attack cruisers will cross your path from both sides. Use your brakes to slow down. Target one of the enemy guns with a charged laser, and then immediately shoot another gun with regular lasers. If you're quick enough, you should be able to score at least six to eight hits with just a few seconds of work.

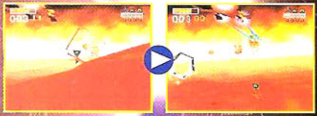
## SHOGUN



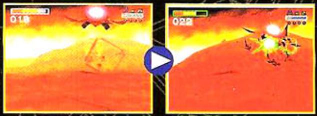
Use brakes, boost and radar to take on the Shogun warriors and the more powerful Shogun warlord. Target them while you're still far away and fire as fast as you can. They're tough to pinpoint, so "lead" your shots ahead of them and sweep your lasers across their paths.

# SOLAR

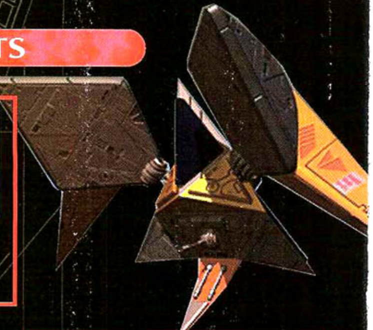
## SCORE 100 HITS

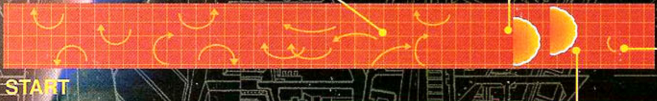


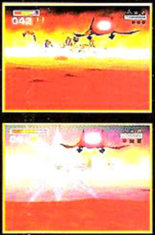
Lock on to the rocks with charged lasers and then finish them off with normal fire. A large percentage of your hits in this stage will come from these rocks and not creatures.



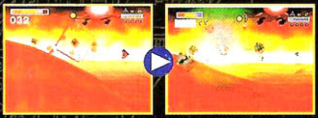
Keep an eye on the waves of plasma. Here, three firebirds will fly through the center of the maelstrom. Target the creature in front and fire a charged laser for multiple hits.





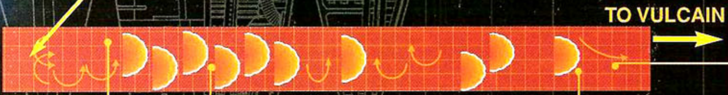


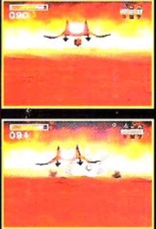
Here's another spot where you may want to detonate a bomb manually. A flock of firebirds will appear out of the roiling gases, but by the time you lock and fire, the target may be headed off screen. As soon as you see the flock, launch a bomb straight ahead and press B when it's right in their midst.



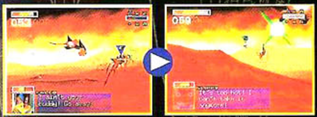
As you come around the right side of this wave, several firebirds and rocks will hove into view. If there's no time for a target lock, launch a bomb and detonate it manually.

Score at least 50 hits by the Checkpoint

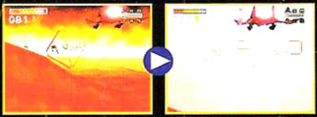




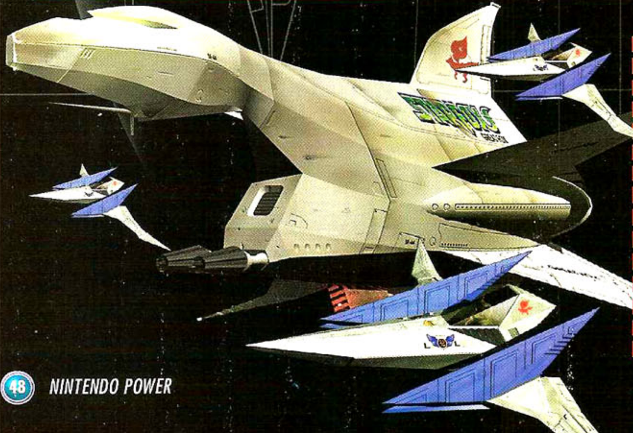
The Solar surface will calm down at first, but all of a sudden, the sky will be blanketed by more firebirds rising from the inferno. You must react quickly to down them. There won't be time for a lock, so launch and detonate a bomb manually.



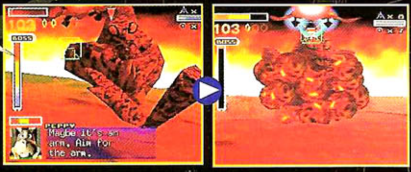
After the Checkpoint, a trio of firebirds will try to turn Falco into their next meal. Soon after that, a group of rocks will appear. Vaporize them for some much-needed items.



Another fiery flock will appear right behind this wave. Lock on to the lead bird if you can and fire a bomb. That will take care of all but a few stragglers bringing up the rear.



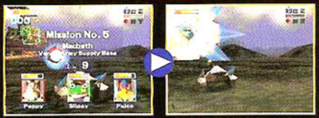
## VULCAIN



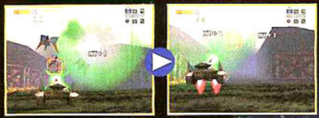
This hot-headed mutant won't give you much grief if you barrel roll through its rain of scorching boulders. Target the arms first (watch out when it splashes plasma at you), then go after its head.

# MACBETH

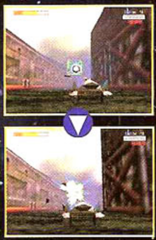
## SCORE 150 HITS



Ignore other enemies at first and take out as many of the train's rear cars as you can. As the train pulls away, destroy some of the elevated guns to uncover bombs at random.

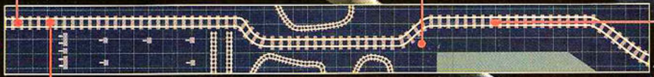


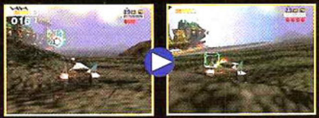
Clear the sky of the small fighters as quickly as possible. As you enter this passage, blast a trio and then a pair of larger fighters for a Shield Ring. Hover up to collect it.



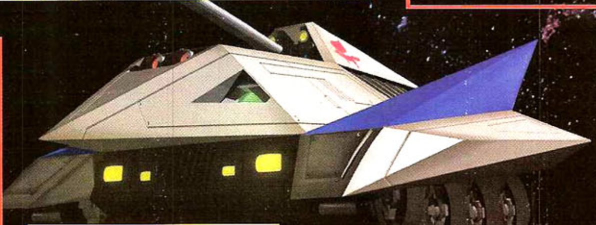
You'll be running low on bombs by now, so choose your bomb targets wisely. Squadrons of fighters will fly overhead, a line of boulders will tumble toward you and then the train will reappear up ahead. If you're short on bombs, save them for the train.

START

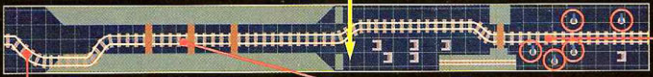


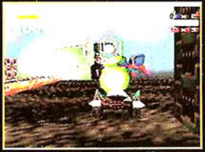


Try to aim bombs between cars for maximum effect. The concussion will damage both cars, and you'll then be able to finish them off with charged lasers or rapid-fire shots.

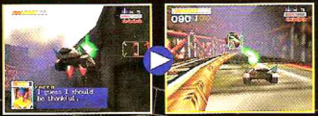


Score at least 95 hits by the Checkpoint

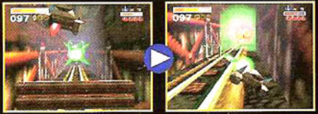




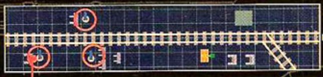
Defeating Mechbeth is no easy task, so it's better to avoid the fight. Shoot the eight switches alongside the track (circled in red on the map) and then shoot the switcher box (the orange square). Mechbeth will careen onto a new track and crash!



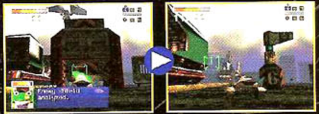
As the ground begins to rise again, fire your thrusters to rise up the side of the passage and onto the track. You can then blast away at the train before it enters the tunnel.



Fire both thrusters to hover up and over the barriers that pop out of the tunnel sides. You can't lock on to the train, but you can try to tag the caboose from the air.

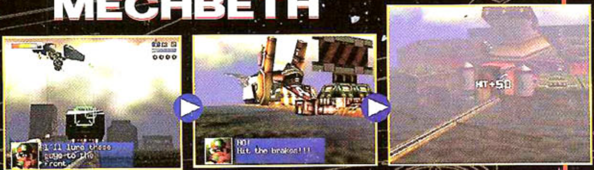


TO MECHBETH



The sixth track switch is the one most commonly missed. It's located just behind a gate. Shoot the gate a few times to make it rise up and then shoot the switch.

## MECHBETH



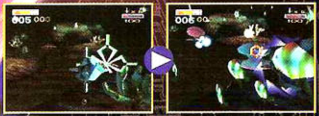
If you do battle Mechbeth, watch for the glowing weak spots on the aerial unit and the power unit on the track. Hover and roll to avoid the scoop and laser attacks. Switching tracks is the better tactic, as it nets you 51 hit points!

# AQUAS

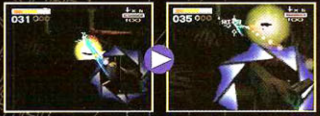
## SCORE 150 HITS

## EVASIVE ACTION

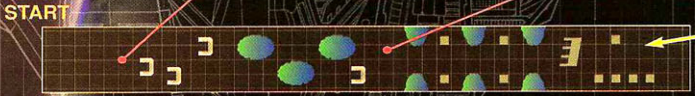
The best way to neutralize the myriad dangers in the deep is to press A, B and the R Button continuously. You'll fire lasers, launch torpedoes and barrel roll simultaneously. Use the brakes to buy more time to defeat as many enemies as possible.



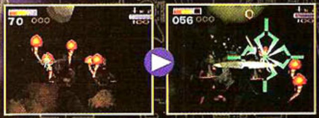
Hang back and target the clams from a distance. Some of them contain useful items. Pilot through the first three arches and then blast open a clam for a Laser Upgrade.



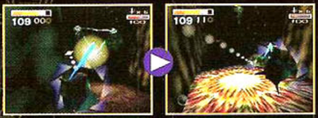
Andross has used his bioengineering techniques to mutate the native life forms. Blast the large, spindly fish and the huge angler fish throughout the stage for multiple points.



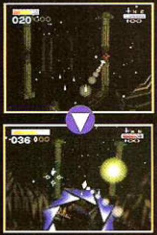
Score at least 65 hits by the Checkpoint



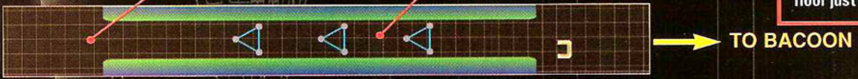
There's an entire field of these shrimp mutants located at the mouth of the underwater canyon. Hit the brakes and use lasers and torpedoes to wipe them all out.



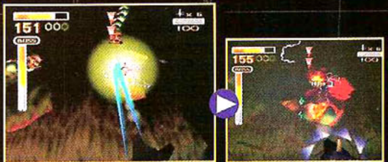
The canyon is full of gigantic starfish, and boulders will rain down from above. Use your brakes constantly in this area to make sure that you destroy every last one of them.



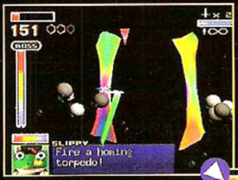
Your torpedoes will lock on to these pillars, but only the cracked ones can be destroyed. Direct the target lock by shooting at your intended target with your lasers just before you launch a torp. There's also a half-hidden group of shrimp-like mutants on the ocean floor just before the pillars.



## BACOON

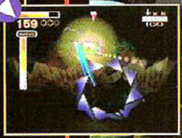


Bacoon's shell is adorned with three huge barnacles. Blow them off for 12 hit points. The worm-like parasites inside the barnacles will charge, but it's easy to roll out of their way.



SLIPPY

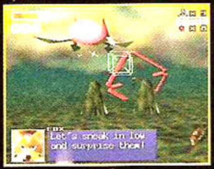
Fire a homing torpedo!



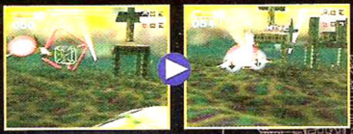
Now go after Bacoon proper. Fire torps at the muscles holding the two halves of its shell together, then unload everything on the central eye.

# ZONESS

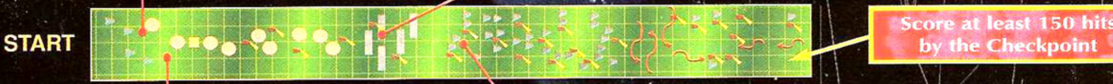
## SCORE 250 HITS

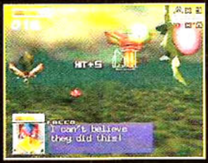

FOX
Let's sneak in low and surprise them!

Dragons will fly in from the right and then from the left. It's difficult to get an optimum target lock (the explosion is too far to one side to destroy them all), so it may be better to launch and detonate bombs manually.



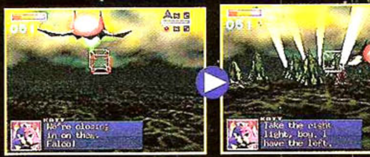
You must destroy all the searchlights in this stage. If you miss one, the enemy will be able to scan your ship. Use the lock on feature to ensure that you don't miss any.





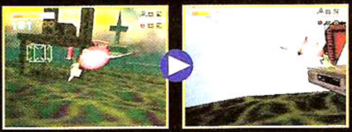
FALCO
I can't believe they did this!

These mutants are worth a whopping six points each. It will take two or three charged laser blasts or one bomb to bring one down. You'll receive a bomb in return, so go to town, hot shot!

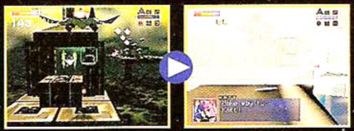

KATT
We're closing in on them, Falco!

KATT
Take the right light, boy. I have the left.

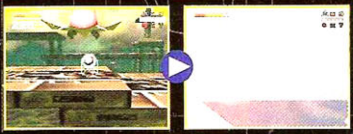
Katt Monroe shows up to lend a blaster, but you won't get credit for any searchlights or enemies she destroys. Every point counts, so boost ahead and get the lights before she does.



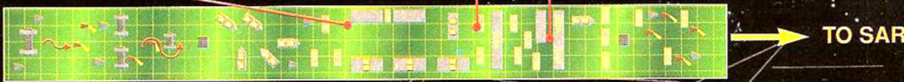
This is a tough sequence, but if you can pull it off, it's worth it. Follow Slippy under the three platforms. As you go, fire bombs at the two barges to clear them off.



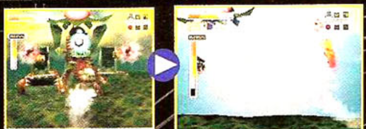
Flying under the three platforms will make an upgrade appear under the next tower. Roll to the left to collect it then immediately roll to the right and bomb the next platform.



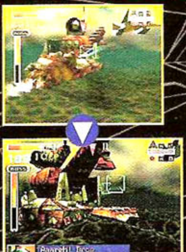
Swarms of patrol boats will steam ahead of you. Take out the entire fleet with a couple of well-placed bombs. Don't fly too low, or you may smack into a platform.



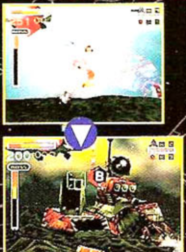
# SARUMARINE



Sarumarine shoots cannonballs at you from twin launchers. Blast them apart to reveal bombs. Use them to destroy the two smokestacks on top of Sarumarine's central hull.


Aaargh! Drop the crane now!

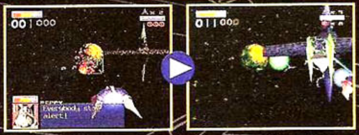
Now destroy one of the launchers. As the machine pivots, target the crane on the aft hull.



Repeat this pattern until the crane is gone. Bomb the remaining launcher and then the main hull.

# AREA 6

## SCORE 300 HITS

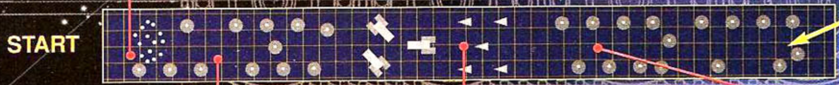


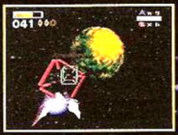
Blast the first squadron for a Laser Upgrade. Use charged lasers or a bomb (if you can spare one by now) on the center of the minefield to start a chain reaction. Big points!

## CAPITAL IDEA

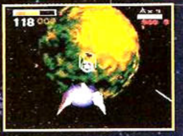
They're tough, but you can destroy the large cruisers if you target their bridges, which are the high structures located aft. You can also destroy their laser cannons separately for added points. ROB will help destroy a few, but you must answer his hail.

Score at least 150 h
by the Checkpoin

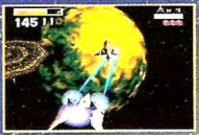




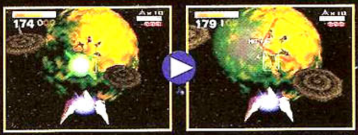
Pick your targets wisely. The space stations are worth four points each, but the fighter squadrons are easier to destroy. Hit the brakes and use bombs when you can spare any.



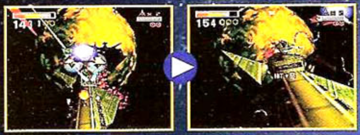
You can't lock on to these missiles, but if you hit the center one dead-on with a bomb, the others will be destroyed along with it. You'll also get Supply Rings for your trouble.



This insect-like enemy isn't worth many points, but its spiraling laser blasts will knock your shields down pretty quickly. Frag it first, then go after the space stations.



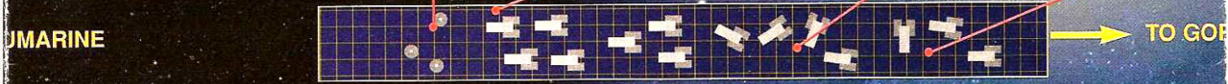
These fighters will link up into a mega-ship. It takes two charged laser blasts or one bomb to break up the party. You'll receive a Laser Upgrade as a bonus.

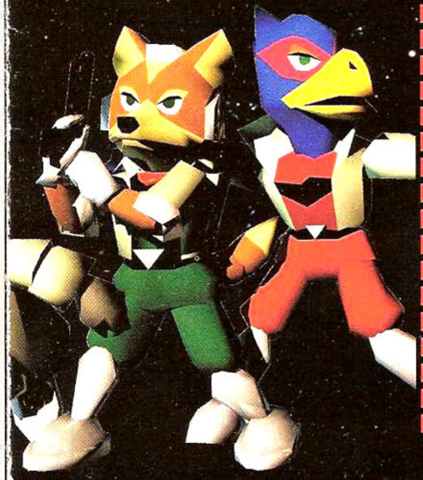


Sweep the large ships from fore to aft to destroy their guns and then their bridges. Give yourself enough time to destroy the bridges, as they can take a lot of punishment.

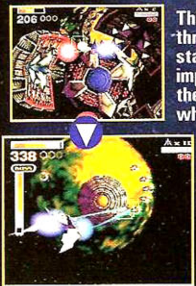
Destroy a squad
of five fighters t
pick up a bomb.
Immediately use
against the
cruiser!

If you answer
ROB's hail, you
likely get a bon
Use it on one o
the last three
cruisers.

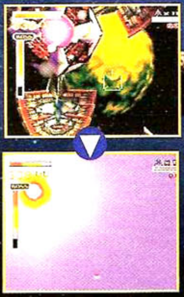




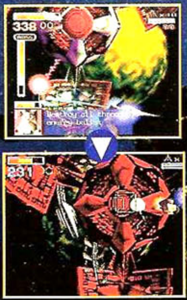
## GORGON



This battle goes through several stages, but it's important to destroy the energy spheres when the core is exposed and to blast the tentacles when the shell is closed. Gorgon will also launch robot fighters and missiles at you.



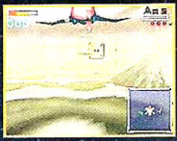
Eventually, Gorgon will power up the planet-killer laser. Barrel roll around the edge of the screen to dodge the blast.



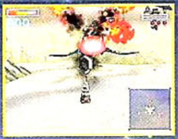
Soon, the core will open again. Blast all the energy spheres and go after the core. With hyper lasers, it won't take long.

## FORTUNA

SCORE 50 HITS

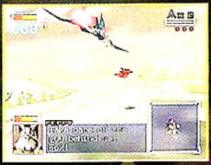


Use the target lock as much as possible in All-Range Mode battles, especially if you have low-power lasers. If a target moves off screen before it's hit, you may not get the point.



If you need a quick shield recharge, the radar sites around the base contain Supply Rings. Defeating enemy ships may net you a Shield Ring or an upgrade, but only rarely and at random.

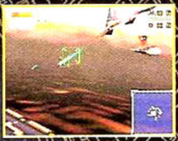
### ROLL WITH THE PUNCH



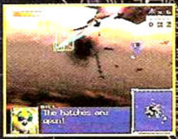
The Star Wolf team's ships show up as black icons on the radar. When you see one closing in on you from behind, pull a loop to turn the tables on it, then fire away!

## KATINA

SCORE 150 HITS

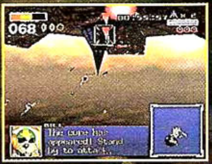


Clear out as many invaders as you can before the Saucerer mother ship arrives. Though your wingmen won't like it, shooting down friendly ships won't prevent you from getting a medal!



Destroy just one or two of the launch hatches on the mother ship. If you destroy them all, the stage will end too soon. Besides, the more enemy ships launch, the more targets you'll have.

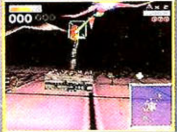
### TIME LIMIT



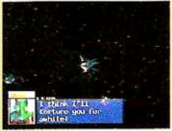
The core is not worth many bonus points, which is why you want to drag out the battle and concentrate on the smaller ships. Try to get 150 hits before the core appears.

## BOLSE

SCORE 150 HITS

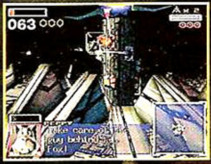


Destroy all the energy towers to open the core. Hit the laser guns if you need rings and upgrades. Trash as many of the normal enemy fighters as you can before the Star Wolf team arrives.



Once the Star Wolf team arrives, concentrate on them. If you defeat them within a certain amount of time, they can be worth up to 11 hit points each. Help your wingmen when they need it.

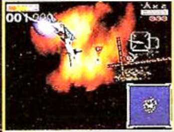
### TOWER TACTICS



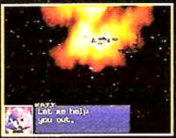
After the Star Wolf team is gone, go after the energy relays (the yellow squares) on the tower. The more relays you destroy, the more the tower will shoot at you.

## SECTOR Z

SCORE 100 HITS

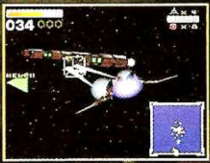


Destroy the first wave of fighters before the first missile arrives. The second wave will appear just as the missile does. Your wingmen will be kept busy, leaving the missile for you.



If you came through Zoness, Katt will show up. Once again, you won't get any hit points for any ships or missiles that she or your wingmen destroy. You'll have to beat them to the punch!

### HAIR TRIGGER

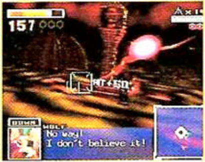


Using rapid-fire lasers is the best way to take out the missiles. Even if someone else is firing at the same target simultaneously, chances are you'll get the credit.

## VENOM 2

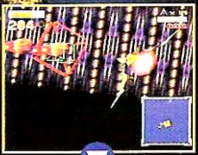
SCORE 200 HITS

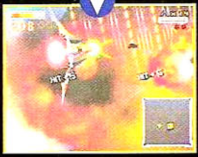
### FIRST STRIKE



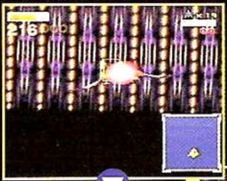
When Star Wolf appears, press Start to skip the cinema scene and regain control. You can squeeze off a few shots before Wolf can even blink!

### ANDROSS

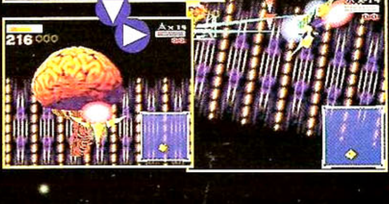




When facing Andross's ultimate form, rapid-fire lasers are your best bet. Watch your radar to see which way the eyes turn and try to maneuver yourself in behind them. After you hit them, they'll change course. You can't cut the energy strands that connect them to Andross's brain, but they will cut right through your shields.



Only the bulge on the underside of the brain is vulnerable. Swoop in low behind it and roll in the same direction the brain is turning.



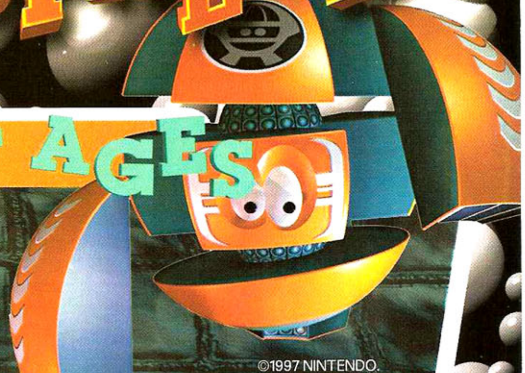
BANJO-
Kazooie™

COMING SOON TO YOUR N64 FROM Nintendo
RAREWARE
NINTENDO POWER®

© 1997 Nintendo/Rare. Game by Rare.

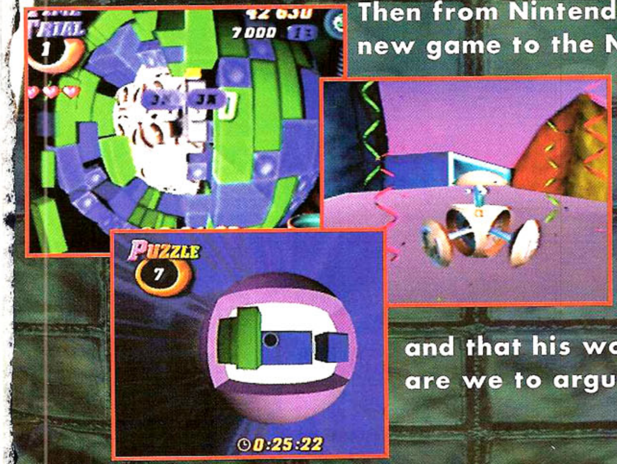
# TETRISPHERE™

## THE BLOCK OF AGES



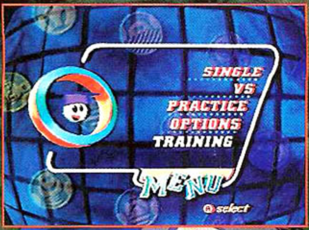
©1997 NINTENDO.

In the beginning, there was a block that filled a two-dimensional video void. Alexey Pajitnov looked at the block and bent it into different shapes. He called it Tetris and said that it was good. And it was good. But the sun rose and fell and a new technology appeared on the firmament, which was called the N64. Then from Nintendo and H2O there came a new game to the N64, and it resembled the game of Tetris. But this new game was round and contained six modes of play, and it rotated in all three dimensions. And when Alexey looked at it, he declared that it was very good indeed and that his work was done. So who are we to argue?



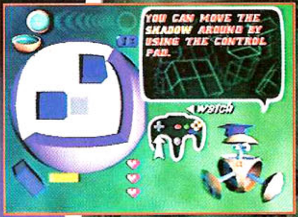
Tetrisphere ™ Licensed to Nintendo by the Tetris Company.

# READ IT OR WEEP

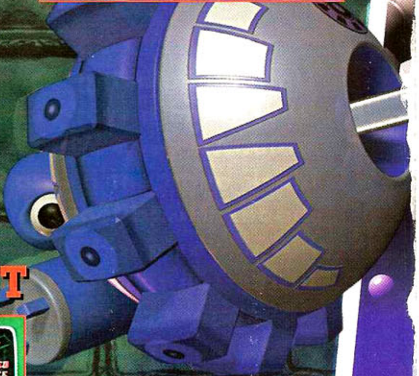


If you think training modes are for Amtrak, think again. Just take a few moments to learn about Tetrisphere and you'll discover that it's a subtle game, full of rich nuances and a slightly nutty aftertaste. But if you're out there slapping down blocks and wallowing in ignorance, chances are you'll just make a pig's breakfast of the whole thing. So, before you launch into your first game, we highly recommend spending five minutes in the Training Mode to pick up the basics.

## BASIC TRAINING

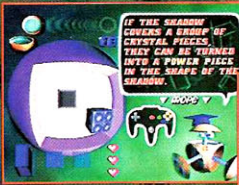

YOU CAN MOVE THE SHADOW AROUND BY USING THE CONTROL PAD.

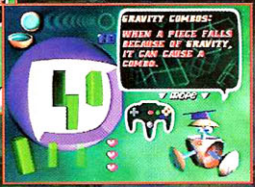
Listen up, recruits. Compared to military basic training, BT in Tetrisphere will seem like a picnic. You'll learn where to place blocks and how to score combos, and no one will ever shoot at you. You'll also learn about power combos, sliding and magic items, which you can pick up by making combos of 20 or more. Magic items upgrade to more powerful versions if you make more combos before using the magic.



## ADVANCED PLACEMENT

Basic is okay for beginners and programmers, but if you really want to master Tetrisphere without giving up your social life, then the Advanced Training mode is for you. Concepts such as X Count multipliers, Gravity Combos and Fuse Combos are introduced. You'll also learn to take out the Crystal Blocks—those lumpy blue blocks that always seem to get in your way. As your understanding of the game deepens, your scores will soar.

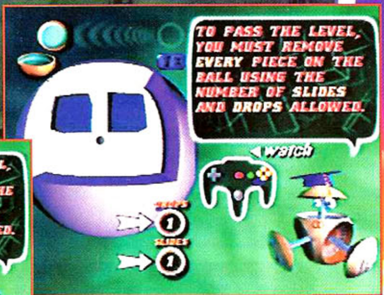

IF THE SHADOW COVERS A GROUP OF CRYSTAL PIECES, THEY CAN BE TURNED INTO A POWER PIECE IN THE SHAPE OF THE SHADOW.

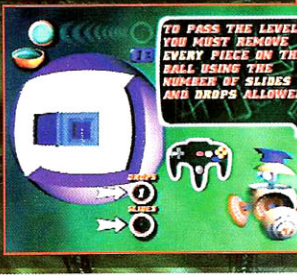

GRAVITY COMBOS:
WHEN A PIECE FALLS BECAUSE OF GRAVITY, IT CAN CAUSE A COMBO.

By using the B Button, you can clear out Crystals. Another advanced technique is the use of Gravity Combos.

## PUZZLING EVENTS

The Puzzle Mode of Tetrisphere is sort of the gaming equivalent of nuclear physics, which is to say that it involves lots of intricate little bits. In Puzzle Training, you'll learn that, in addition to dropping matching pieces, you can also slide pieces. Each puzzle consists of several pieces and a number of slides and drops. Your goal is to break all of the pieces with a limited number of moves. You'll also learn to zoom in and out using Buttons.

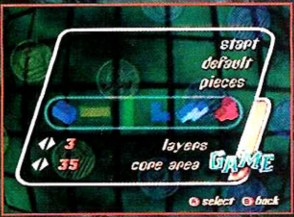

TO PASS THE LEVEL, YOU MUST REMOVE EVERY PIECE ON THE BALL USING THE NUMBER OF SLIDES AND DROPS ALLOWED.


TO PASS THE LEVEL, YOU MUST REMOVE EVERY PIECE ON THE BALL USING THE NUMBER OF SLIDES AND DROPS ALLOWED.

Using slide and drop moves, you can clear any puzzle combination with surprisingly few steps. Training shows you the basic slide and drop moves.

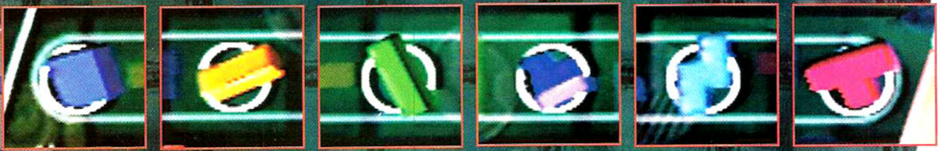
# PERFECT PRACTICE

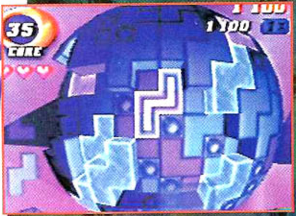
The Practice Mode lets you test yourself in various conditions that might occur in a regular game-play mode. For instance, you can use up to six types of pieces to depths of five layers and require up to 99 core pieces to be exposed to win. At the higher end, the Practice session can go on practically forever.



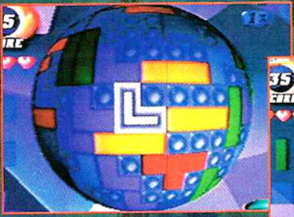
## GET IN SHAPE

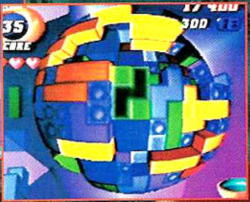
In Tetrisphere, the idea is to match similarly shaped pieces to each other in order to peel them off the sphere. This is a much different concept from the action in Tetris in which you attempt to fit pieces together to form unbroken rows. Still, Tetrisphere uses six different shapes of blocks in the higher levels, and in the practice mode you can work with all six of them to prepare yourself for the more advanced stages to come.





Bent pieces such as those shown above need to have one side fit against a similarly shaped piece in order to be a matched pair. You line up the drop pieces the same way that you line up regular pieces.

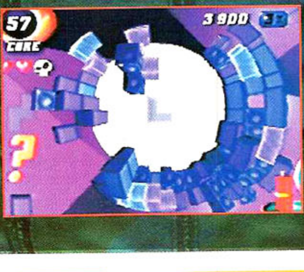


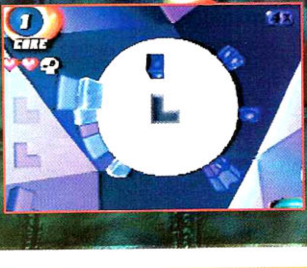


Looking for and recognizing combinations with some pieces can take a lot of practice. This formation will take out four L-shaped pieces at once. Don't just look for shapes though—look for matching colors, too.

## PEELING TO THE CORE

The sphere is composed of interlocking blocks or pieces of various shapes. You strip away the layers by fitting a shadow over a block on the sphere, then dropping the current piece. All the matching pieces that are properly aligned will break off also, revealing more pieces below. At the core is an image or a little character. When you reach it, light will burst out. You may have to uncover a large portion of the core to win certain modes.





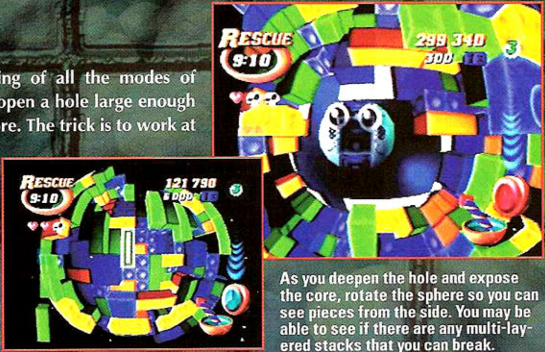
# ONE TRACK MINDS

Anybody can beat a human opponent. All it takes is luck, intimidation, bribery—hey, even skill can do the trick. But computers aren't so easily defeated. Just ask Gary Kasparov, the best chess player in the world who got slammed by a computer. The ultimate test of brains comes down to man vs. machine. And if you think you can beat the N64/Tetrisphere team (no fair pulling the power cord,) then you've got a worthy challenge and five modes in which to prove yourself equal to a few ounces of silicon. We would wish you luck if it weren't pointless.

GYRO
SPEED
POWER
select
back

## RESCUE

Rescue may be the most appealing of all the modes of Tetrisphere, because the goal is to open a hole large enough to let a little guy escape from the core. The trick is to work at enlarging a single opening or several openings in close proximity. If you manage to concentrate your drops, you'll bore a hole and rescue the prisoner. Altruistic puzzle-players will love it.



As you deepen the hole and expose the core, rotate the sphere so you can see pieces from the side. You may be able to see if there are any multi-layered stacks that you can break.

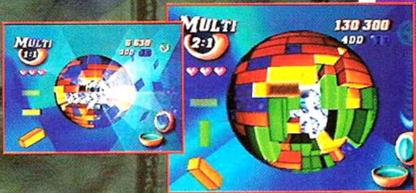
## HIDE & SEEK

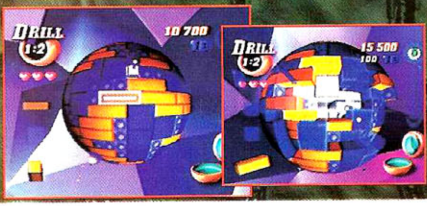
Hide & Seek is the strangest and most varied of all the modes of play. In fact, there are nine different ways to play Hide & Seek, which are listed below. Oddly enough, this mode follows a sort of story in which several characters hide from you inside the sphere. One, challenge follows randomly after another in three episodes, so you never know what to expect.

HEY, I KNOW HOW TO MAKE HIDE+SEEK MORE FUN!

### multi

In Multi, your goal is to completely uncover one picture of a character. The picture will be located on the core, so you'll have to dig down through several layers. Once you see a corner of the picture, start widening the hole.



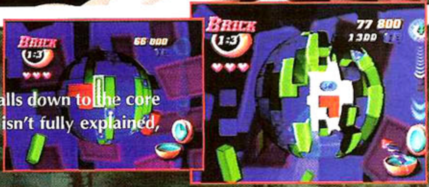


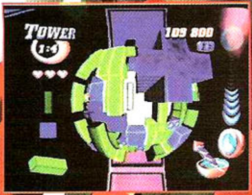
### drill

In the Drill variation, you must locate one of the pink drill bits, then start digging down to the core of the sphere. Each drill bit marks the location of a character's image below on the core. Uncover it to win.

## brick

The goal in Brick is to undercut a red brick piece so that it falls down to the core below. What this has to do with the other H&S characters isn't fully explained, but it's quite a challenge.


BRICK
1:3
66 000
BRICK
1:3
77 800
1 300

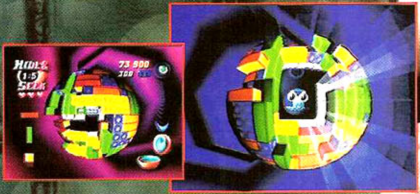

TOWER
1:4
109 800

## tower

In the Tower variation, a cross-shaped tower appears on the sphere. Your job is to dig away at the area around the tower to reach a picture below on the core. This one is a lot like Drill. You must completely uncover the marked image in order to win. Since the timer moves quickly in this game, you don't have much time to ponder your next move.

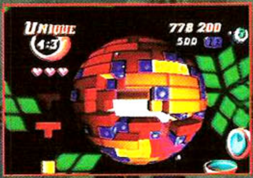
## hide + seek

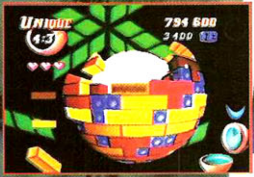
This variation is pretty much the same thing as Rescue. One character is trapped inside the core and you have to break him out. It's all a matter of opening up a hole large enough for the character to escape.

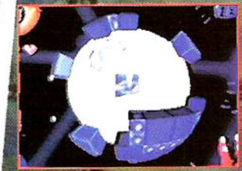

HIDE & SEEK
1:5
73 900
300

## unique

This is another variation on the Drill theme, so the fact that it's called Unique is just a clever ruse. Look for the drill bit and uncover the unique image on the core below it to win and move on to the next challenge.

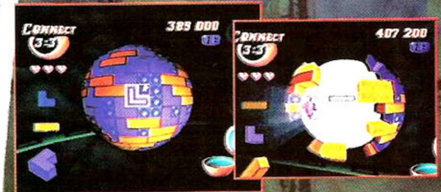

UNIQUE
4:3
778 200
500


UNIQUE
4:3
794 600
3 400



## shift

Yet another drill variation awaits you in the Shift Option. In this case, there are four drills on the surface of the sphere and a piece of the core picture is hidden beneath each one. Uncover each of the pictures then slide them together.

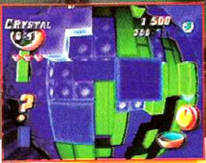

CONNECT
3:3
389 000
CONNECT
3:3
407 200

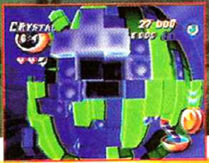
## connect

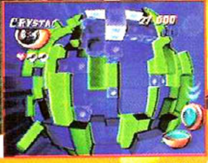
Beneath the drill you'll find an image with lines connecting it to other images on the core. You'll have to uncover all the connected pictures to meet this difficult challenge.

## crystal tower

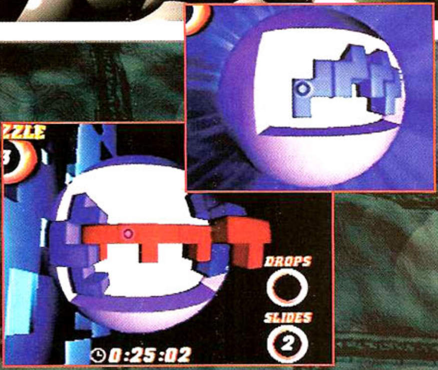
This variation is the similar to Tower, except that here you can't drop pieces next to the tower or it will shatter. Instead, work your way in from the sides to reveal the picture.


CRYSTAL
6:4
1 500


CRYSTAL
6:4
27 000


CRYSTAL
6:4
27 000

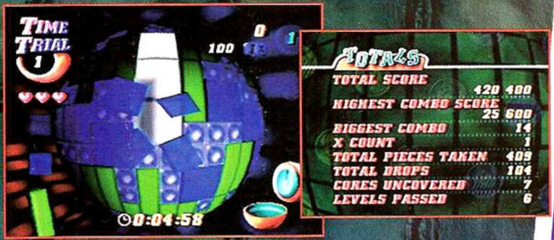
## PUZZLE



You must both move and drop pieces to solve the puzzles in this mode. Since most of the puzzles contain several layers, part of the trick is making pieces drop into new matches and combos below. When you rotate the sphere to the side, you may see how the pieces are stacked. With 100 puzzles, each tougher than the previous one, you should have enough frustration bottled up to inflate a blimp.

## TIME TRIAL

In this mode, the idea is to see how far you can go, and how much you can score, in five minutes. You have to uncover the core to reach the next level, so digging deep as quickly as possible is the best strategy. Moving pieces to form matches and combos in one area is a quick way to reach the core. You can get the special item option in this mode, which can help you reach the core.

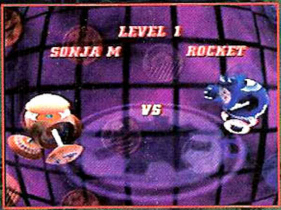


TOTALS

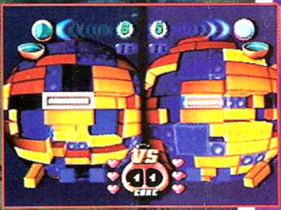
| | |
|---|---|
| TOTAL SCORE | 420 400 |
| HIGHEST COMBO SCORE | 25 600 |
| BIGGEST COMBO | 14 |
| X COUNT | 1 |
| TOTAL PIECES TAKEN | 409 |
| TOTAL DROPS | 104 |
| CORES UNCOVERED | 7 |
| LEVELS PASSED | 6 |

## VS. CPU

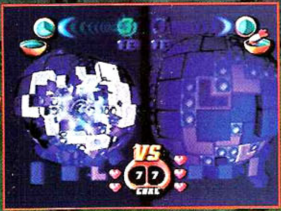
You can play against the computer as if it were a human opponent in the Vs. CPU mode. The screen splits into two halves, but your brain may shatter into a million pieces from the strain of staying ahead. Your goal is to score combos that handicap your opponent while digging down to uncover the core. Computer characters such as Rocket, Wheels, Gear and Gyro show up to challenge you with increasing levels of difficulty.



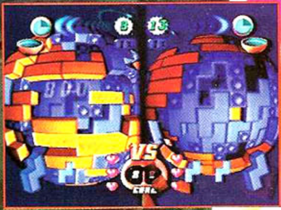
On the lowest level of difficulty, you'll face Rocket. If you win, you'll move on to face new computer-controlled characters who are more difficult.



As a sphere grows, it indicates that the player is in trouble. That's the time to pile on pieces by scoring combos.

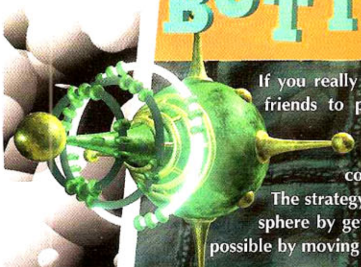


Exposing the core is the easiest way to win, so concentrate on digging deep and moving pieces. Always look for deep matches.



By scoring combos, you'll drop difficult-to-remove black blocks on your opponent's sphere.

# BUTTING BRAINS

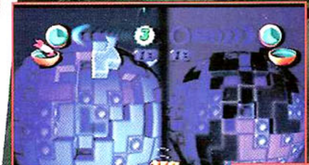


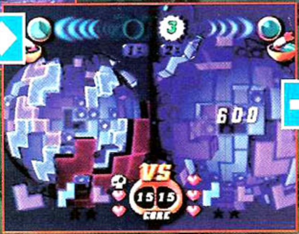
BATTLE RULES
MENU
select back

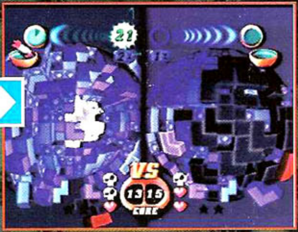
If you really want to put your brain on the line, invite some friends to play Vs. Mode. The goal for each player is to uncover a preselected number of core pieces first. Since each player can choose the number of core pieces to expose, you can handicap matches. The strategy includes sending black blocks to your opponent's sphere by getting combos and exposing the core as quickly as possible by moving pieces.

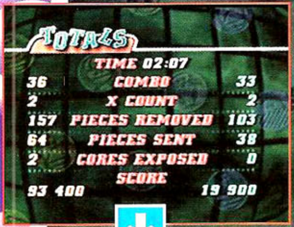
## TETRISPHERE TOURNEY

Up to eight players can join in the tournament mode, each one challenging the winner of the previous match. Each match consists of a best of three, five, seven or nine contest. Before the match, players can choose between seven robotic characters with a variety of Speed and Pull settings, which give you different speeds for the cursor and the quickness of the pulling move. As in the regular VS. Mode, the object is to uncover a predetermined number of core spaces.





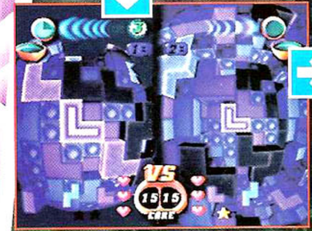


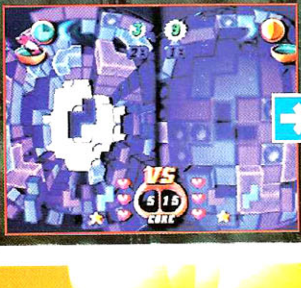


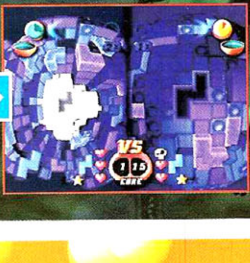
TOTALS

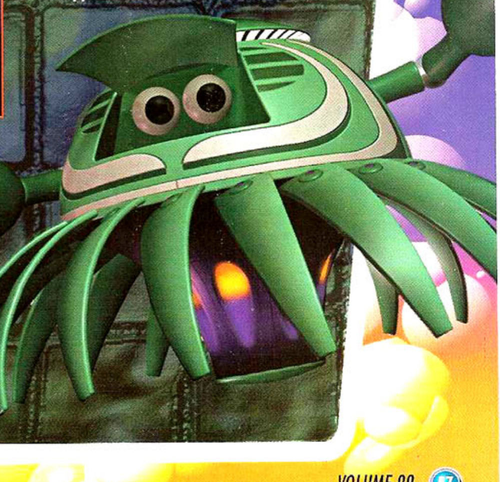
| | TIME 02:07 | |
|---|---|---|
| 36 | COMBO | 33 |
| 2 | X COUNT | 2 |
| 157 | PIECES REMOVED | 103 |
| 64 | PIECES SENT | 38 |
| 2 | CORES EXPOSED | 0 |
| | SCORE | |
| 93 400 | | 19 900 |

During the Vs. Mode or Tournament, players begin each game with identical spheres. The drop pieces appear randomly, but each player receives the same pieces in order, so all things are equal. The faster players drop pieces though, the more likely they are to get multiple combo opportunities.



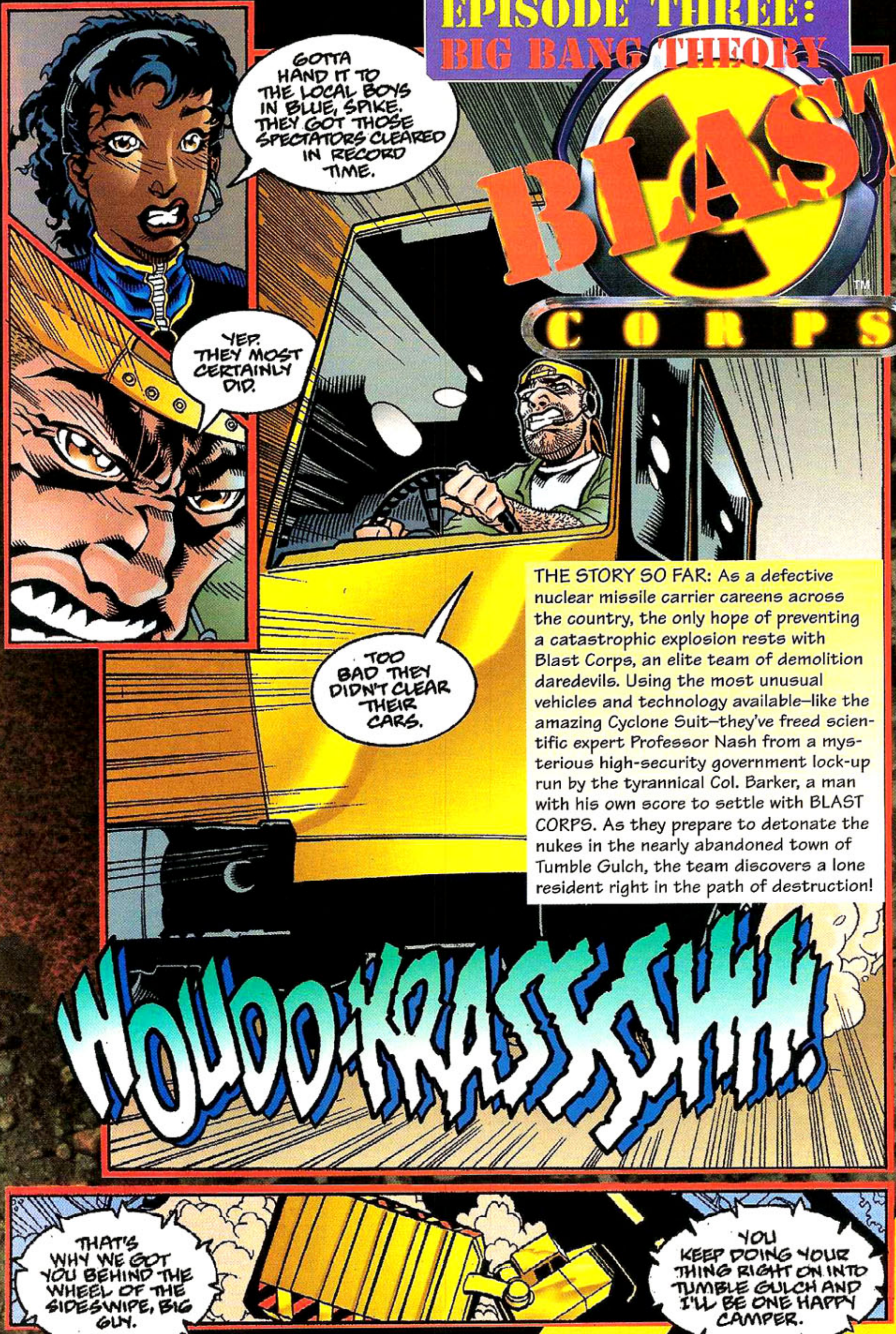




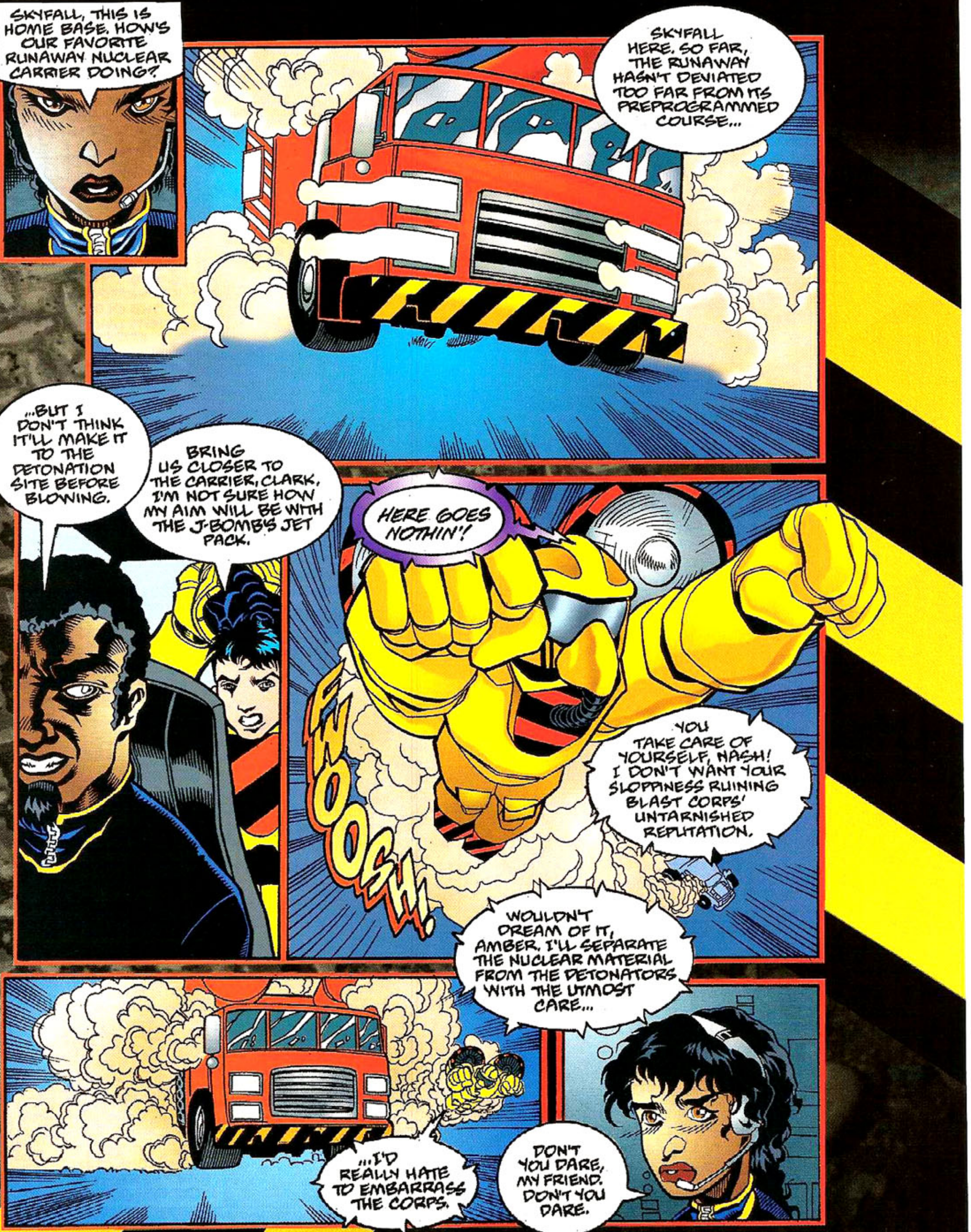


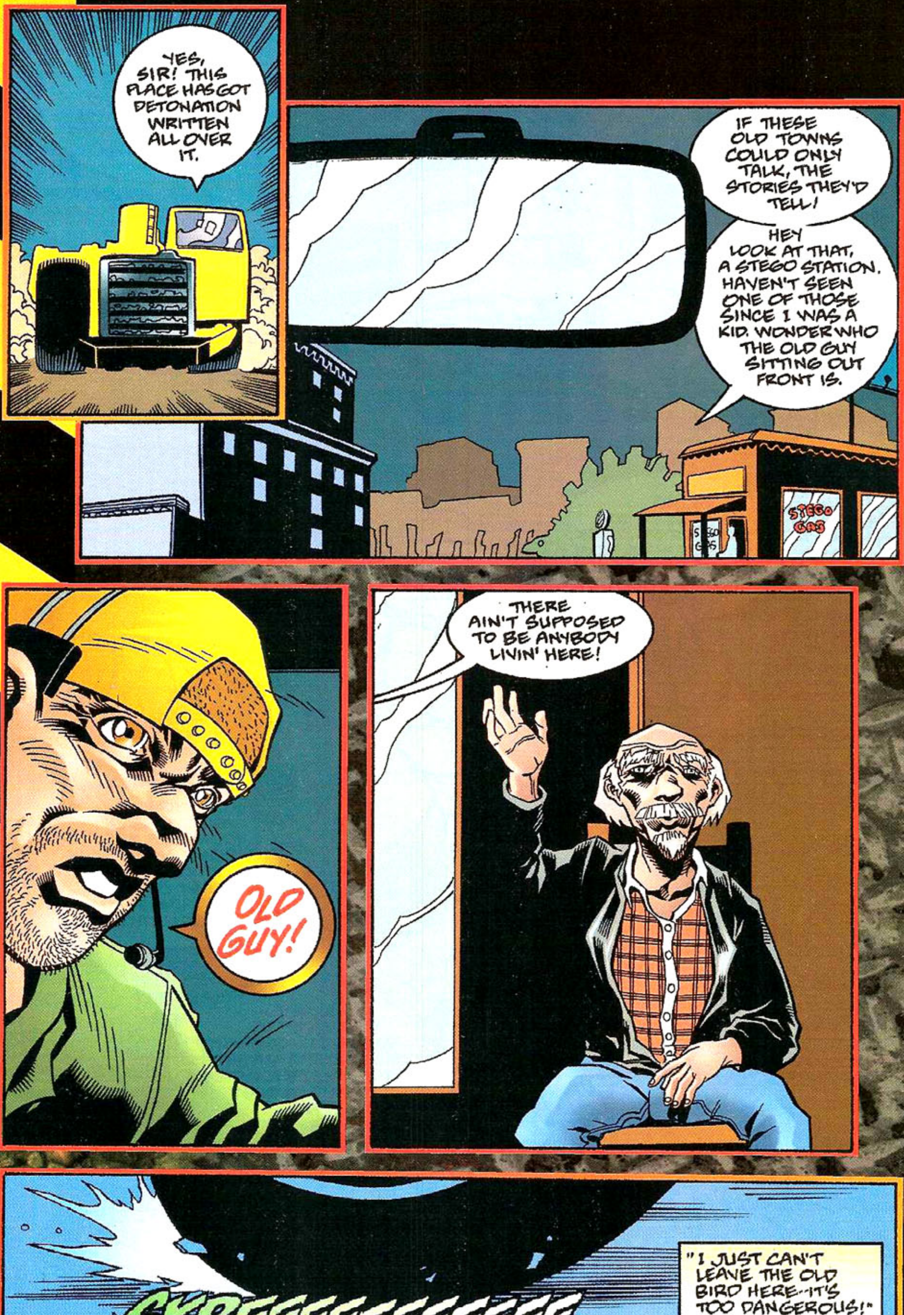
# EPISODE THREE: BIG BANG THEORY

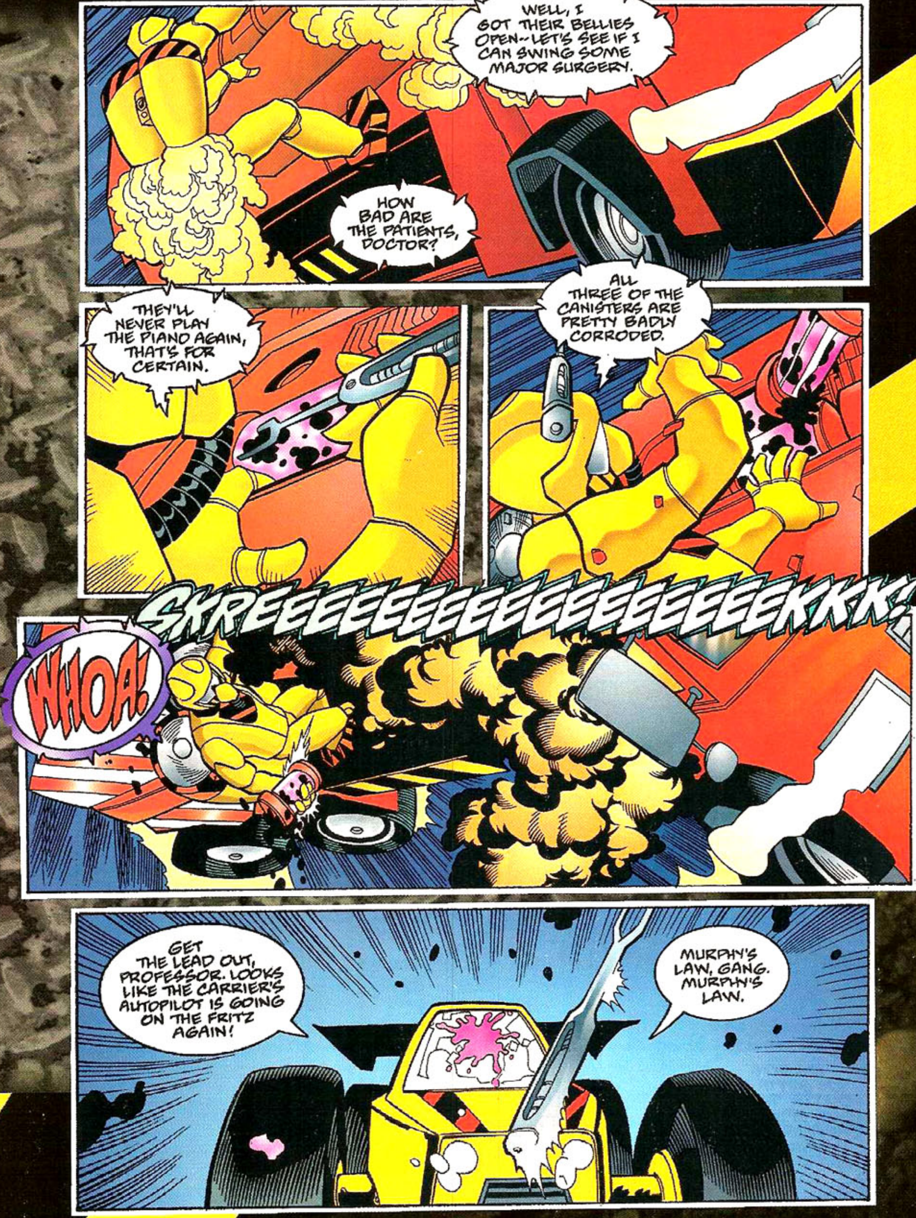
# BLAST CORPS™

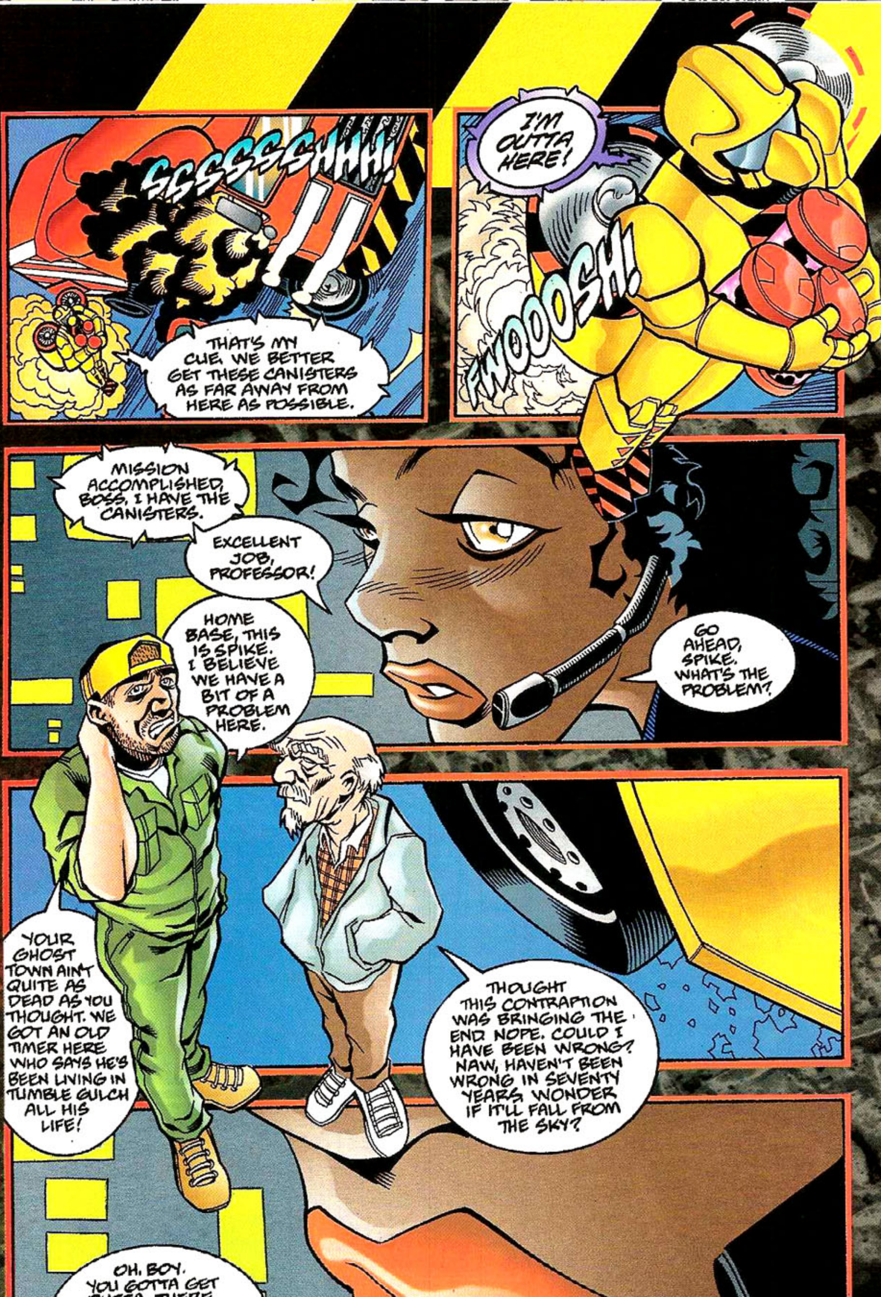

GOTTA HAND IT TO THE LOCAL BOYS IN BLUE, SPIKE. THEY GOT THOSE SPECTATORS CLEARED IN RECORD TIME.
YEP. THEY MOST CERTAINLY DID.
TOO BAD THEY DIDN'T CLEAR THEIR CARS.
HOUOO-KRASSHH!
THAT'S WHY WE GOT YOU BEHIND THE WHEEL OF THE SIDESWIPE, BIG GUY.
YOU KEEP DOING YOUR THING RIGHT ON INTO TUMBLE GULCH AND I'LL BE ONE HAPPY CAMPER.

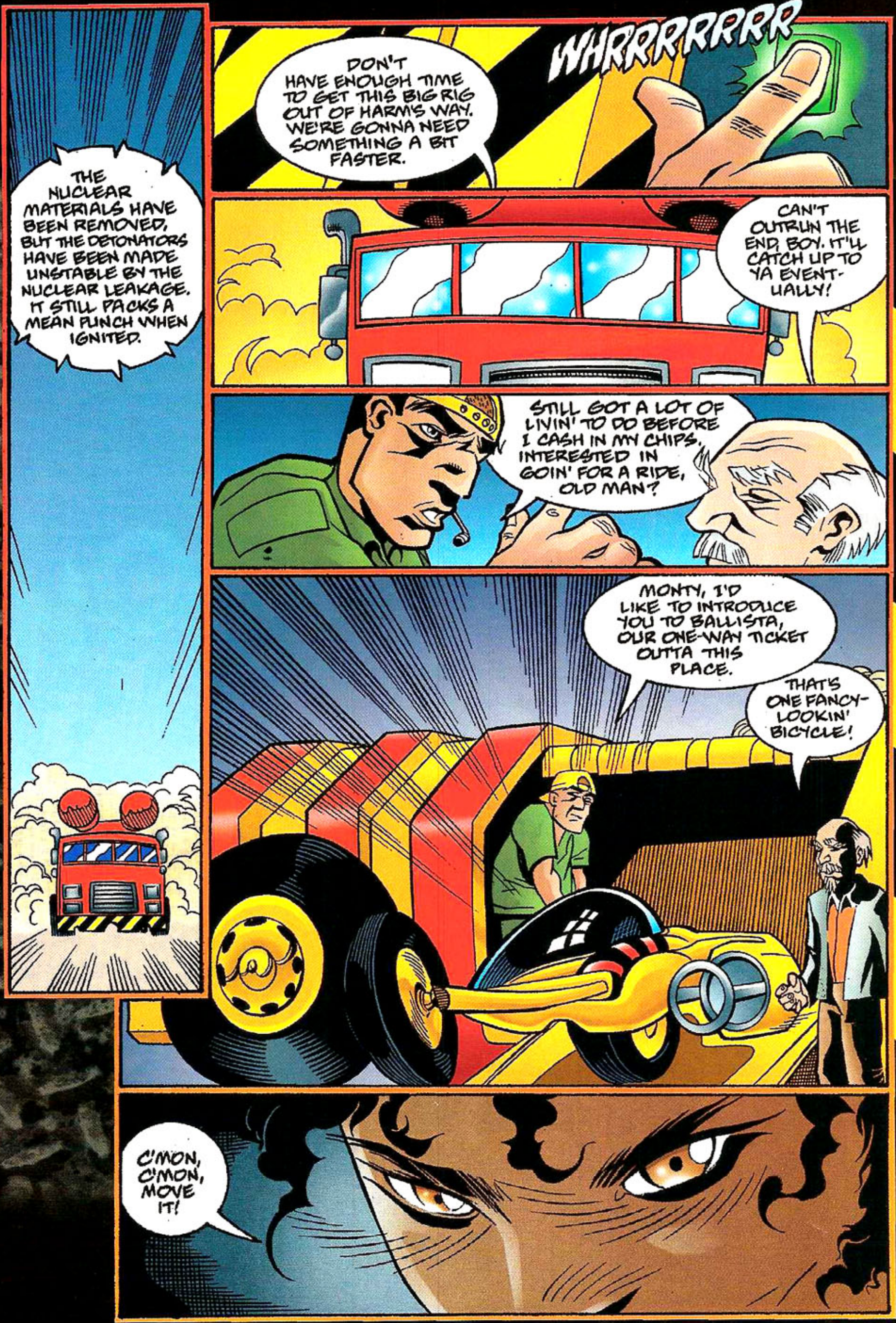
THE STORY SO FAR: As a defective nuclear missile carrier careens across the country, the only hope of preventing a catastrophic explosion rests with Blast Corps, an elite team of demolition daredevils. Using the most unusual vehicles and technology available—like the amazing Cyclone Suit—they've freed scientific expert Professor Nash from a mysterious high-security government lock-up run by the tyrannical Col. Barker, a man with his own score to settle with BLAST CORPS. As they prepare to detonate the nukes in the nearly abandoned town of Tumble Gulch, the team discovers a lone resident right in the path of destruction!

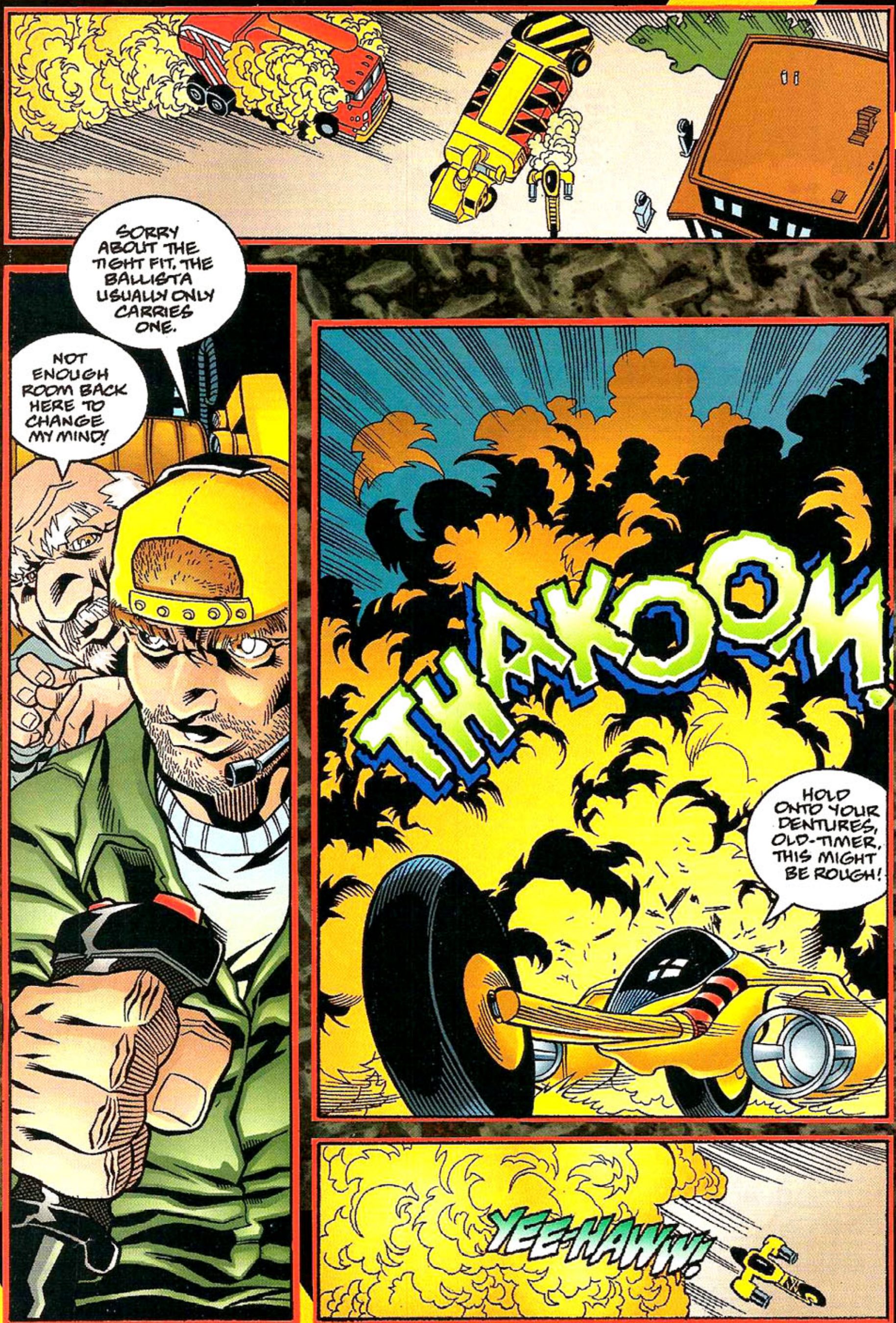

SKYFALL, THIS IS HOME BASE. HOW'S OUR FAVORITE RUNAWAY NUCLEAR CARRIER DOING?
SKYFALL HERE. SO FAR, THE RUNAWAY HASN'T DEVIATED TOO FAR FROM ITS PREPROGRAMMED COURSE...
...BUT I DON'T THINK IT'LL MAKE IT TO THE DETONATION SITE BEFORE BLOWING.
BRING US CLOSER TO THE CARRIER, CLARK. I'M NOT SURE HOW MY AIM WILL BE WITH THE J-BOMB'S JET PACK.
HERE GOES NOTHIN'!
FWOOSH!
YOU TAKE CARE OF YOURSELF, NASH! I DON'T WANT YOUR SLOPPINESS RUINING BLAST CORPS' UNTARNISHED REPUTATION.
WOULDN'T DREAM OF IT, AMBER. I'LL SEPARATE THE NUCLEAR MATERIAL FROM THE DETONATORS WITH THE UTMOST CARE...
...I'D REALLY HATE TO EMBARRASS THE CORPS.
DON'T YOU DARE, MY FRIEND. DON'T YOU DARE.

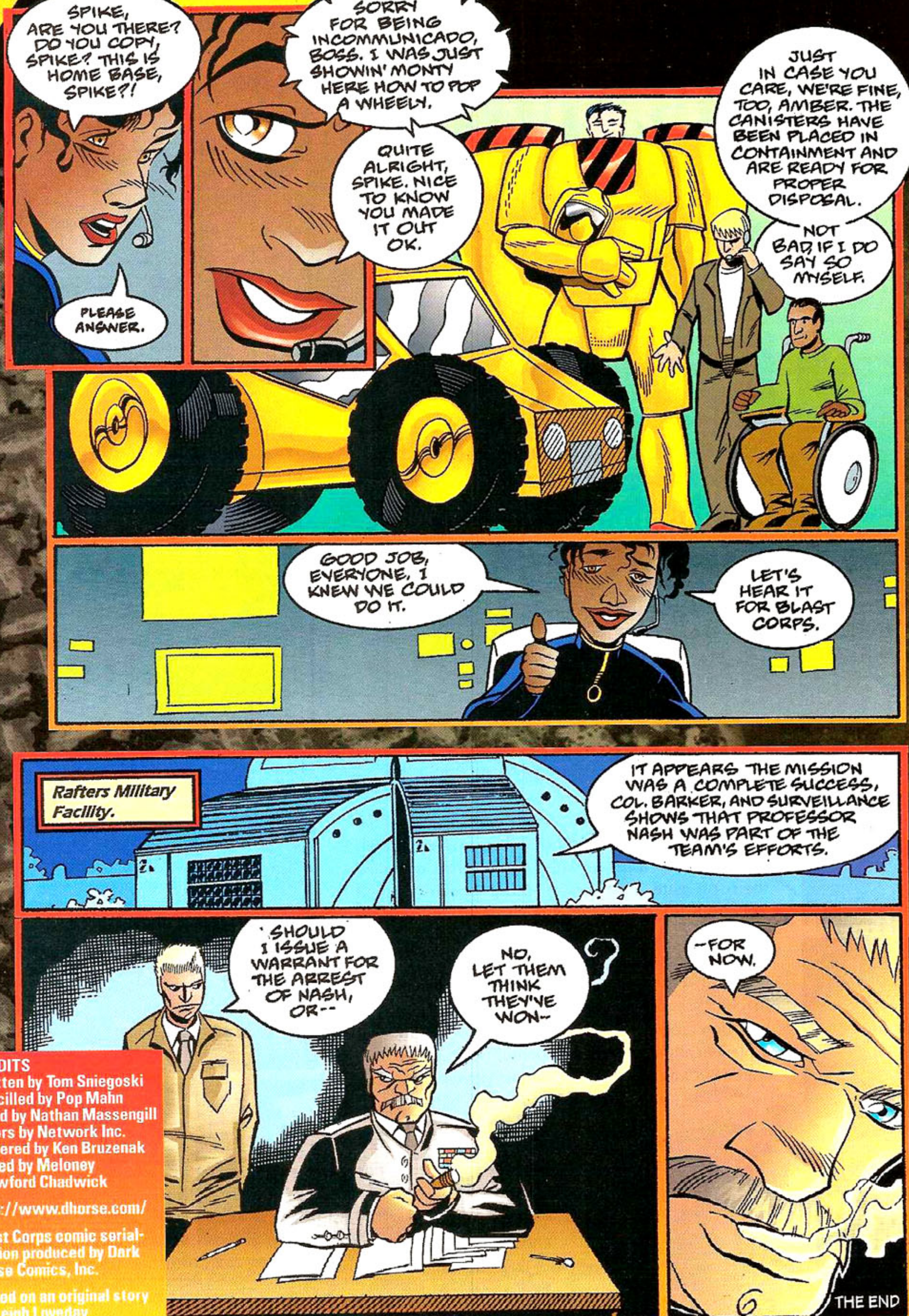

YES, SIR! THIS PLACE HAS GOT DETONATION WRITTEN ALL OVER IT.
IF THESE OLD TOWNS COULD ONLY TALK, THE STORIES THEY'D TELL!
HEY LOOK AT THAT, A STEGO STATION. HAVEN'T SEEN ONE OF THOSE SINCE I WAS A KID. WONDER WHO THE OLD GUY SITTING OUT FRONT IS.
STEGO GAS
STEGO GAS
OLD GUY!
THERE AIN'T SUPPOSED TO BE ANYBODY LIVIN' HERE!
SKREEEEEEEEEEEE
"I JUST CAN'T LEAVE THE OLD BIRD HERE--IT'S TOO DANGEROUS!"


WELL, I GOT THEIR BELLIES OPEN--LET'S SEE IF I CAN SWING SOME MAJOR SURGERY.
HOW BAD ARE THE PATIENTS, DOCTOR?
THEY'LL NEVER PLAY THE PIANO AGAIN, THAT'S FOR CERTAIN.
ALL THREE OF THE CANISTERS ARE PRETTY BADLY CORRODED.
SKREEEEEEEEEEEEEEEEEEEEEEKKK!
WHOA!
GET THE LEAD OUT, PROFESSOR. LOOKS LIKE THE CARRIER'S AUTOPILOT IS GOING ON THE FRITZ AGAIN!
MURPHY'S LAW, GANG. MURPHY'S LAW.


SSSSSSHHH!
THAT'S MY CUE. WE BETTER GET THESE CANISTERS AS FAR AWAY FROM HERE AS POSSIBLE.
I'M OUTTA HERE!
FWOOOSH!
MISSION ACCOMPLISHED, BOSS. I HAVE THE CANISTERS.
EXCELLENT JOB, PROFESSOR!
HOME BASE, THIS IS SPIKE. I BELIEVE WE HAVE A BIT OF A PROBLEM HERE.
GO AHEAD, SPIKE. WHAT'S THE PROBLEM?
YOUR GHOST TOWN AIN'T QUITE AS DEAD AS YOU THOUGHT. WE GOT AN OLD TIMER HERE WHO SAYS HE'S BEEN LIVING IN TUMBLE GULCH ALL HIS LIFE!
THOUGHT THIS CONTRAPTION WAS BRINGING THE END. NOPE. COULD I HAVE BEEN WRONG? NAW, HAVEN'T BEEN WRONG IN SEVENTY YEARS. WONDER IF IT'LL FALL FROM THE SKY?
OH, BOY. YOU GOTTA GET OUTTA THERE FAST, SPIKE. THE CARRIER IS OUT OF CONTROL AGAIN, AND IS HEADING YOUR WAY!


THE NUCLEAR MATERIALS HAVE BEEN REMOVED, BUT THE DETONATORS HAVE BEEN MADE UNSTABLE BY THE NUCLEAR LEAKAGE. IT STILL PACKS A MEAN PUNCH WHEN IGNITED.
DON'T HAVE ENOUGH TIME TO GET THIS BIG RIG OUT OF HARM'S WAY. WE'RE GONNA NEED SOMETHING A BIT FASTER.
WHRRRRRRR
CAN'T OUTRUN THE END, BOY. IT'LL CATCH UP TO YA EVENT-UALLY!
STILL GOT A LOT OF LIVIN' TO DO BEFORE I CASH IN MY CHIPS. INTERESTED IN GOIN' FOR A RIDE, OLD MAN?
MONTY, I'D LIKE TO INTRODUCE YOU TO BALLISTA, OUR ONE-WAY TICKET OUTTA THIS PLACE.
THAT'S ONE FANCY-LOOKIN' BICYCLE!
C'MON, C'MON, MOVE IT!


SORRY ABOUT THE TIGHT FIT. THE BALLISTA USUALLY ONLY CARRIES ONE.
NOT ENOUGH ROOM BACK HERE TO CHANGE MY MIND!
THAKOOM!
HOLD ONTO YOUR DENTURES, OLD-TIMER. THIS MIGHT BE ROUGH!
YEE-HAWW!


SPIKE, ARE YOU THERE? DO YOU COPY, SPIKE? THIS IS HOME BASE, SPIKE?!
PLEASE ANSWER.
SORRY FOR BEING INCOMMUNICADO, BOSS. I WAS JUST SHOWIN' MONTY HERE HOW TO POP A WHEELY.
QUITE ALRIGHT, SPIKE. NICE TO KNOW YOU MADE IT OUT OK.
JUST IN CASE YOU CARE, WE'RE FINE, TOO, AMBER. THE CANISTERS HAVE BEEN PLACED IN CONTAINMENT AND ARE READY FOR PROPER DISPOSAL.
NOT BAD, IF I DO SAY SO MYSELF.
GOOD JOB, EVERYONE, I KNEW WE COULD DO IT.
LET'S HEAR IT FOR BLAST CORPS.
Rafters Military Facility.
IT APPEARS THE MISSION WAS A COMPLETE SUCCESS, COL. BARKER, AND SURVEILLANCE SHOWS THAT PROFESSOR NASH WAS PART OF THE TEAM'S EFFORTS.
SHOULD I ISSUE A WARRANT FOR THE ARREST OF NASH, OR--
NO, LET THEM THINK THEY'VE WON--
--FOR NOW.
THE END

**CREDITS**
Written by Tom Sniegoski
Pencilled by Pop Mahn
Inked by Nathan Massengill
Colors by Network Inc.
Lettered by Ken Bruzenak
Edited by Meloney Crawford Chadwick

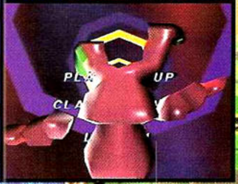
http://www.dhorse.com/

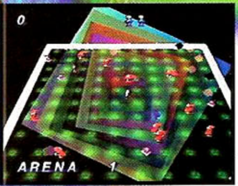
Blast Corps comic serialization produced by Dark Horse Comics, Inc.

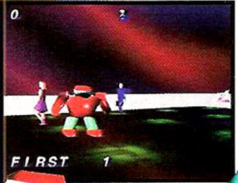
Based on an original story by Leigh Loveday

Dark Horse's diverse selection of quality comic books can be found at your local comic book specialty store. To find a comic book specialty store near you, phone 1-888-266-4226. Or, to order directly from Dark Horse, phone 1-800-862-0052. Dark Horse Comics and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved. Blast Corps © 1997 Nintendo / Rare. Game by Rare.

# ROBOTRON 64™







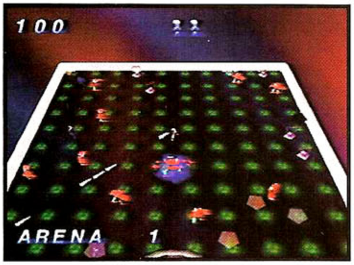
**Save your pocketfuls of quarters, because Midway's revamped and recalculated its frenzied '80s arcade shoot-`em-up, Robotron 2084, into the even more delirious and ballistic Robotron 64. Now, the hyperactive action dizzies you in 3-D, and that's quite a chunk o' change.**

ONE PLAYER
TWO PLAYERS
LOAD GAME
VIEW MEMORY PAK
OPTIONS

©1997 Midway Games Inc. Robotron 1982, 1997.

## ROBOTRON 2084 MEETS THE N64

In the early '80s, arcade addicts entered the apocalyptic world of Robotron. Set in 2084, it was a future when humans had perfected their ultimate creation—a robot species called Robotrons. Of course, along with being the supreme and perfect robot race came a tremendous ego, and in this dim view of the future, the Robotrons had concluded that humans were inferior and inefficient. The machines set out to destroy all humans, but their extermination program encountered a glitch when Eugene, a genetically-engineered superhuman, entered the arena. Only one human family survived, and it was up to Eugene to blast away the danger for extinction. Now in 1997, as primitive as the original may seem, its relentless shoot-`em-up appeal still endures, and revamped in 3-D, Robotron 64 seems even more futuristic than 2084.

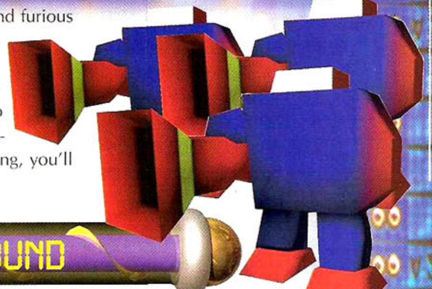


ONE PLAYER
TWO PLAYERS
LOAD GAME
VIEW MEMORY PAK

This ain't your daddy's Robotron. The frantic shooter is resurrected into a 3-D arena, blazing with more swarms of enemies, missiles and obstacles.

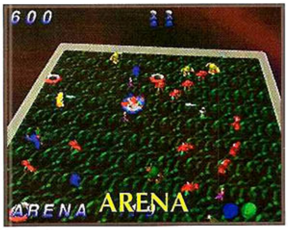
# NEW ROBOTROUBLE AND ROBOTRAUMA

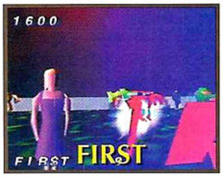
Everything about the new N64 version of Robotron is more frantic and furious than its predecessor. Mobs of new enemies swamp the 3-D arenas at lightning speed. In the background, quick and aggressive techno music underscores your desperate attempts at preventing your impending doom. If that's not enough of a dizzy spell for you, hit the Z Button to saturate your screen with a wide array of psychedelic rainbow patterns and kaleidoscopic tie-dyed splashes. And maybe, if you can keep your head from spinning, you'll find the all-new arsenal of weapons and power-ups.

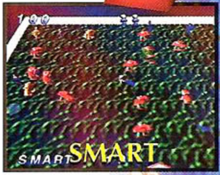


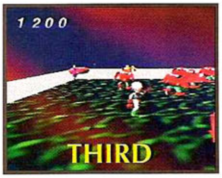
## FIVE VIEWS OF THE BATTLEGROUND

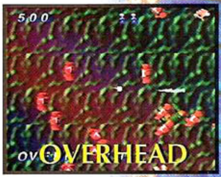
Robotron 64 throws so many enemies at you that you may need to change camera angles to avoid getting smothered. Switch to First View for a first-person perspective challenge—since you don't have eyes in the back of your head, you'll have to keep your back to the wall. In Smart View, the camera will automatically zoom in or out depending on your location, while Third View keeps Eugene centered in the screen. For the classic perspective of the arcade game, try Overhead View. The ideal view, however, is Arena, in which the camera tilts closer to the floor the closer you are to the front of the battlefield.





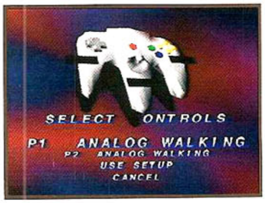




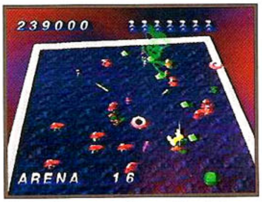


## DOUBLE JEOPARDY

What really set Robotron apart from other arcade games was its dual joysticks—one controlled your direction of movement, while the other controlled the direction of your fire. Robotron 64 remains faithful to its source (unlike the futuristic race of robots), as it enables you to plug in two Controllers for double Analog Stick action. The game is pure gunslinging, and just like in the Ol' West, you can have two fistfuls of gunfightin' power.



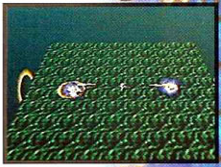
Play Robotron as it was meant to be played—with two Control Sticks. You have the option of plugging in two Controllers for "Two-Fisted" game play.



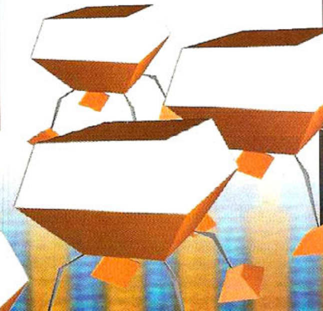
By hooking up two Controllers into your N64, the Control Sticks can direct which you way you walk or fire, just like in the arcade version.

## THE NEW ARSENAL

It's a few hundred against one, so it's only fair that you should have some fancy power-ups at your disposal. Roast robots with your Flame Thrower or Two-, Three- or Four-Way Shooting. To safely absorb enemy attacks, grab the Shield. The power-ups may not put you on equal footing with the Robotrons, but they'll surely help you kick some 'bot.



5800
IRD 190

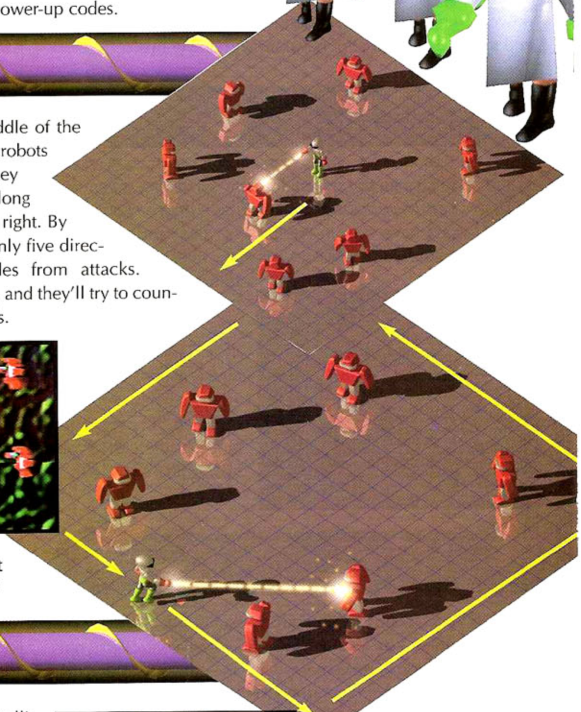


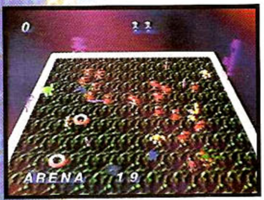
# ROBOTRON TACTICS

Robotron 64's basic survival strategy is to always be moving and firing. Remember that you can shoot in eight directions, including diagonally, to blast the robots. You can fire recklessly, since your stray lasers won't harm the humans. However, rescuing the humans is your priority, so save them as soon as possible. For extra help, experiment with different combinations of running and shooting to find the secret power-up codes.

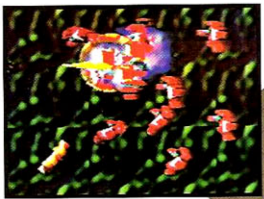
## HEAD TO THE ARENA'S EDGE

When you start each level, you land in the middle of the arena. In center stage, you're easy prey for the robots that can surround you from all sides. Before they close in, speed to the edge of the arena, then run along the perimeter as mapped out in our 3-D diagrams on the right. By skimming the arena's perimeter, you'll need to shoot in only five directions, since the wall will protect one of your sides from attacks. Unfortunately, the clever Robotrons anticipated this tactic, and they'll try to counterattack with lasers or tanks that cling to the arena's sides.





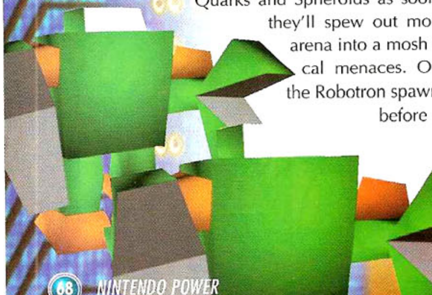
You're most vulnerable when you're out in the open, since the Robotrons can zap or grab you from all sides.

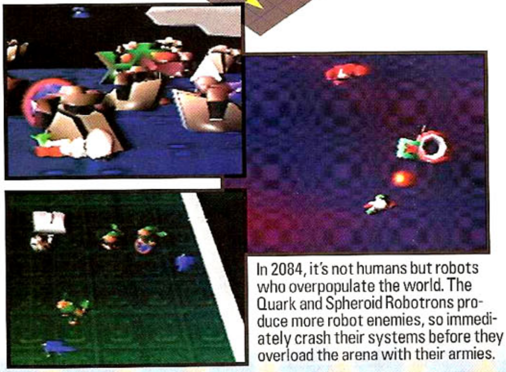


Robots will close in on you if you stay in the center, so don't let them faze or phaser you as you run to the arena's edges.

## MORE BLOOMIN' ROBOTS?!?

It looks like the humans developed artificial intelligence that was a little too intelligent! The Robotrons have outsmarted their creators by figuring out how to manufacture more automatons on their own. The Quarks and Spheroids are virtual mobile robot factories, and they'll spawn armies of Tank and Enforcer Robotrons. Target the Quarks and Spheroids as soon as you spot them, or they'll spew out more robots and turn the arena into a mosh pit filled with mechanical menaces. Once you've terminated the Robotron spawners, reel in the humans before they wipe out.

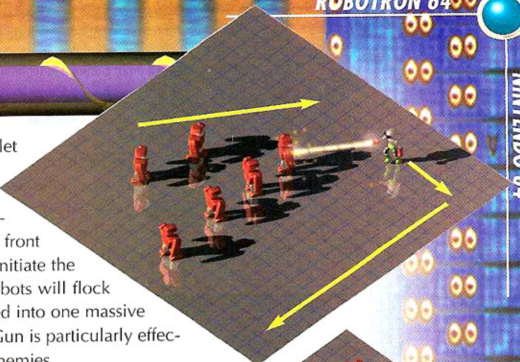


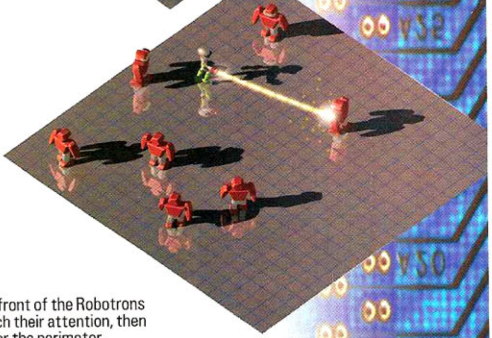


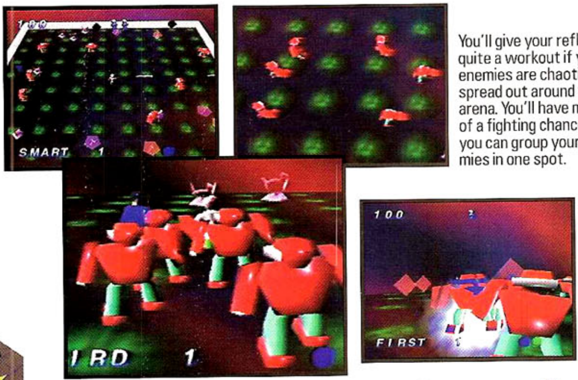
In 2084, it's not humans but robots who overpopulate the world. The Quark and Spheroid Robotrons produce more robot enemies, so immediately crash their systems before they overload the arena with their armies.

## FOLLOW THE LEADER

The Robotrons are on a mission to seek and destroy, so let them follow you, then lead them to their dooms. The robots tend to have a mob mentality. They'll mindlessly home in on you once they spy you. As shown in our diagrams to the right, blast away an escape route, then parade in front of the Robotrons to get their attention. Run to the arena's edge, then initiate the perimeter-circling tactic. As you run along the arena's borders, the robots will flock together in their attempts to intercept you. With your foes concentrated into one massive target, you can focus all of your firepower in one direction. The Gas Gun is particularly effective in this situation, since its toxic cloud knocks out entire areas of enemies.







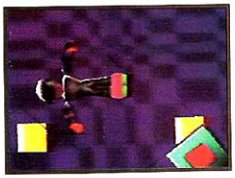
You'll give your reflexes quite a workout if your enemies are chaotically spread out around the arena. You'll have more of a fighting chance if you can group your enemies in one spot.

Run in front of the Robotrons to catch their attention, then head for the perimeter. They'll eventually form a mob as they chase you, and you can easily target them.

## ZAP ELECTRODES

Hazardous Electrodes pollute the area, making it more of an obstacle course than an arena. Most Electrodes are laser-impervious, but you can use the Deflector Electrode to your advantage. When you shoot one, it can amplify and bounce your lasers around the arena. Electrodes are also handy for toasting robots—many Robotrons walk in a straight line to reach you, and if an Electrode's in their way, they'll walk into it.

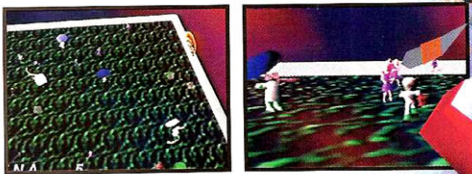
Avoid walking into Electrodes, because they're high-voltage obstacles. Transformer Electrodes (like those in Level 40) emit beams to create an electrified maze.



The shocking truth about Electrodes is that they sometimes look like power-ups, so be careful when you're seeking bonuses or you may end up as a broiled briquette.

## THE LAST ROBOT

Humankind's on the verge of extinction, so saving Mikey and his family will earn you plenty of points as well as the gratitude of the human race. The Robotrons can easily distract you from saving the last family, so if you don't have time to save the humans, wait until only one robot remains. You'll enter the next level once you pull the plug on the last robot, so save its destruction until you rescue all the humans.



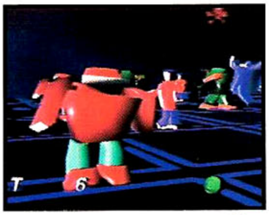
You'll progress to the next level once you clear the arena of all robots (Hulks don't count), so spare one enemy until you've rescued all of the humans.

# 1. ROBOT: THE ROBO ROSTER

All the classic robots from the arcade version return in Robotron 64, but the characters have more depth now since they've been remanufactured in 3-D. The Grunts, Hulks, Spheroids, Enforcers, Tanks and Quarks from the original resurface, but, this time out, they're wired to be more wily and wanton than before. Brains, Nanobytes, Ants and Bees also swarm in to squish the humans out of existence. As a one-man army, you won't have it easy battling the robot uprising. Study our enemy schematics so you can throw a wrench in their plans.

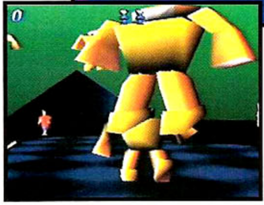
## GRUNT

This is the 3-D version of the most common Robotron enemy. The Grunts (Ground Roving Unit Network Terminators) are drone robots that will relentlessly, albeit unfurtively, pursue you. Since they're not very tricky, you can easily outsmart them and earn 100 points for zapping them.



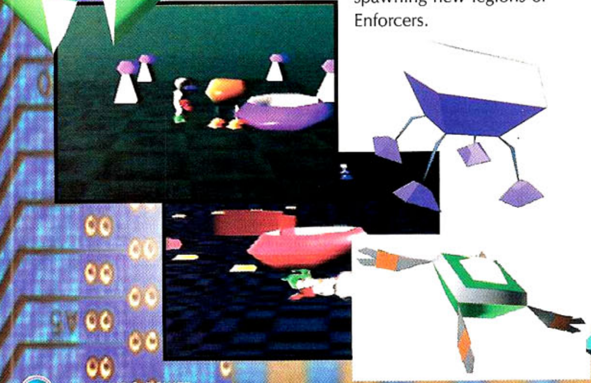
## JETPACK GRUNT

Keep your eye on the sky, because the Jetpack Grunts will rocket above you, then sky-dive down and use you to break their fall. You can't hit them when they're airborne and some camera angles make it difficult to tell when they're hovering, so find a suitable view.



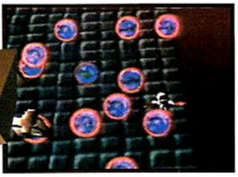
## SPHEROIDS

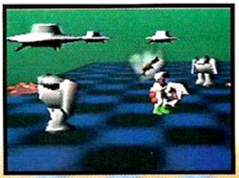
They look like life preservers, but they're definitely not life savers. One of the toughest of the four varieties of Spheroids is the Megaroid, which requires numerous hits before being defeated. Focus your firepower on the Spheroids and blow them away as soon as possible or they'll go haywire spawning new legions of Enforcers.

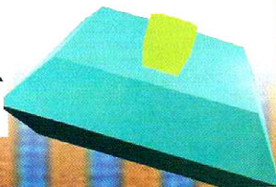


## QUARKS

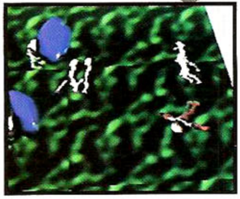
Like Spheroids, Quarks spew out more pesky Robotrons. The four types of Quarks each roll out a different type of Tank Robotron. You don't want to tread on the Tanks, so stop the robot mass production in its tracks by quickly blasting the Quarks. Your Quark extermination can earn you 1000, 1500, 2000 or 2500 points.

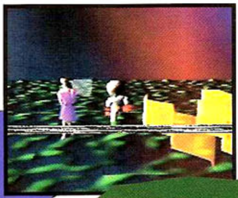




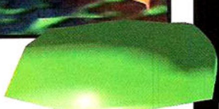


## BRAIN

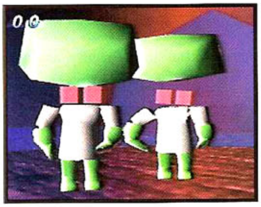




The Brains will have you thinking twice about which humans you should rescue. As soon as a Brain bumps heads with a human, it will reprogram the person into an evil Prog zombie. You'll have one less human to save, and one more enemy to fend off, since the brainwashed human will turn in your direction and try to attack you.

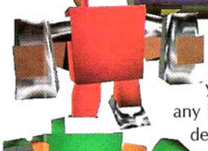


## MEGA BRAIN

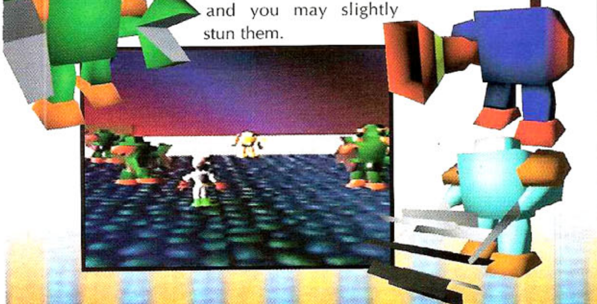


In higher levels, the Robotrons will battle you with more brainpower in the form of the gargantuan Mega Brains. To drain the brains, play it smart and blast it multiple times to earn 3000 points.

## INDESTRUCTIBLES

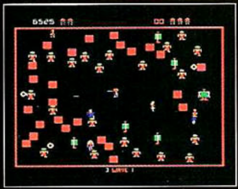


Incredibly, the Hulks are indestructible. The four types of sturdy Robotrons are some of your biggest threats. Concentrate on saving any human who is near a Hulk's claws. You can't destroy the robots, but try blasting them and you may slightly stun them.



## ROBOTRON 2084, 1996 & 1997

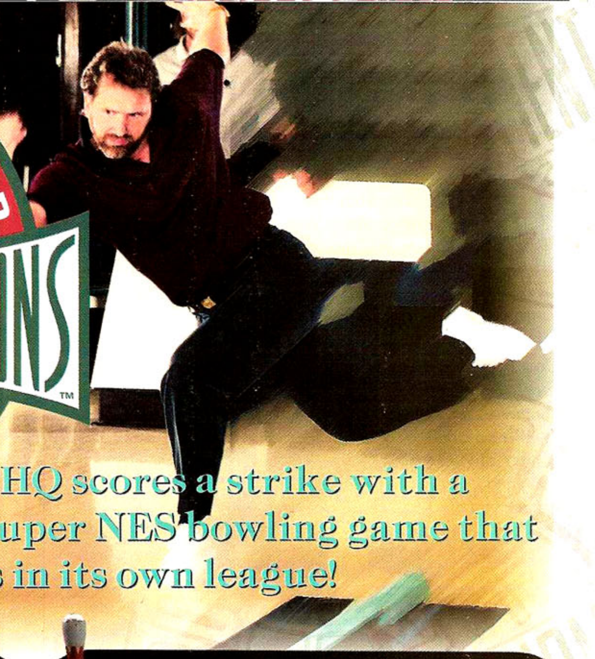
**Almost 15 years after infiltrating arcades, Robotron 2084 got a new life last year on the Super NES. Along with Defender I and II, Joust and Sinistar, Robotron 2084 stormed into homes packed in Arcade's Greatest Hits. The Super NES versions are identical to their arcade counterparts, so older gamers can relive the heyday of arcade games, while younger players can experience video game history. A year after the Super NES Robotron entered households, Robotron received a complete overhaul for the N64. Robotron's theme of "shoot everything in sight" is still intact, but with the N64's 3-D capabilities, the game flaunts a new perspective. Now, there are more enemies with more fire- and brainpower, and you can even battle through the eyes of Eugene or from any of the many roving camera angles. Robotron 64 may seem overly simple compared to other N64 games, but that's not to say the game isn't challenging or addictive. With hundreds of levels and the fate of the human race at stake, just how far can your hand-eye coordination get you? We bugged the testers at Midway and they gave us their personal bests.**



**MIDWAY'S BEST TESTER SCORE:**
**8,000,000,000 + ON THE "NORMAL" SETTING**

**HIGHEST LEVEL REACHED BY MIDWAY'S TESTERS:**
**LEVEL 153 ON THE "INSANE" SETTING**

# BRUNSWICK® WORLD TOURNAMENT of CHAMPIONS™

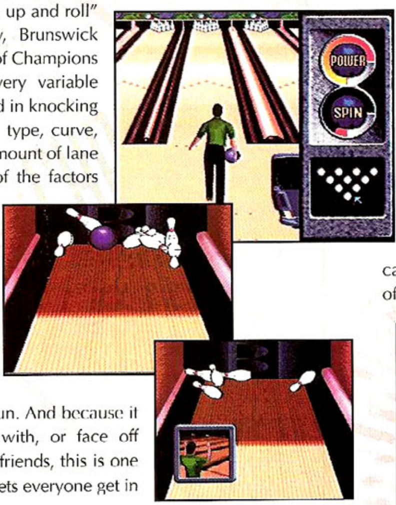


© 1997 THQ.
© 1997 BRUNSWICK and BRUNSWICK WORLD TOURNAMENT OF CHAMPIONS are registered trademarks of the Brunswick Corporation.

THQ scores a strike with a Super NES bowling game that is in its own league!

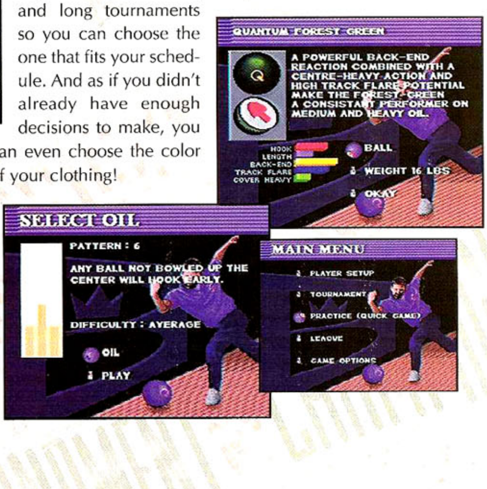
## A Striking Game

You can put your bowling ball in the closet and hang up your shoes! This month THQ breaks out a Super NES ten-pin experience that rivals the actual look and feel of going to the lanes! While some bowling Paks only give you a "line 'em up and roll" style of game play, Brunswick World Tournament of Champions recreates almost every variable and nuance involved in knocking down the pins. Ball type, curve, spin and even the amount of lane oil are just a few of the factors that you'll have to take into account before you bowl your first frame. But just because this bowling game is incredibly thorough, that doesn't mean that it's too complicated to be fun. And because it lets you team up with, or face off against, three other friends, this is one bowling game that lets everyone get in on the fun!



## Options Galore

This game is so packed with options that there really are too many to mention here, but we'll start by filling you in on the ball selection. There are 16 different bowling balls to pick from, each with its own pluses and minuses, depending on the lane you're playing on. The lanes themselves also play an important role in the six tournaments because of their oil differences, so the game gives you the option of practicing on all seven types before you try to take a title. There are also two leagues to choose from, and you can choose between short and long tournaments so you can choose the one that fits your schedule. And as if you didn't already have enough decisions to make, you can even choose the color of your clothing!



QUANTUM FOREST GREEN

A POWERFUL BACK-END REACTION COMBINED WITH A CENTRE-HEAVY ACTION AND HIGH TRACK FLARE POTENTIAL MAKE THE FOREST-GREEN A CONSISTANT PERFORMER ON MEDIUM AND HEAVY OIL.

HOOK
LENGTH
BACK-END
TRACK FLARE
COVER HEAVY

BALL
WEIGHT 16 LBS
OKAY

SELECT OIL

PATTERN : 6

ANY BALL NOT BOWLED UP THE CENTER WILL HOOK EARLY.

DIFFICULTY : AVERAGE

OIL
PLAY

# The Pro Players

Besides being able to create your own bowler, you also have the option of playing as one your favorite pros from the PBA tour. While adopting a pro's persona won't guarantee you a win, the confidence boost it provides may make all the difference between leaving pins standing and scoring a strike.

## Walter Ray Williams Jr.

**Average 225.28**
**Right-handed**

Inducted into the Hall of Fame in 1995, Williams has set PBA records for most 300 games in a tournament (4), most games bowled in a year (1300) and the most 200 games in succession.

## Mike Aulby

**Average 218.94**
**Left-handed**

While Mike Aulby is not a bowler who's prone to boast, he is perhaps the most beloved player on the PBA tour because of his soft-spoken character and his near-perfect performances.

## Parker Bohn III

**Average 221.70**
**Left-handed**

A traditionalist when it comes to his approach and arm-swing, Bohn was a perfect pick for the post of Ambassador for the American Bowling Congress.

## Mark Roth

**Average 214.00**
**Right-handed**

Widely believed to be the father of the modern game of bowling, Roth won enough in 1984 to surpass the truly impressive million-dollar mark in his career on the tour.

## Johnny Petraglia

**Average 214.64**
**Left-handed**

Referred to as "Rags" by his fellow pros, Petraglia is a living legend in the PBA, having spent 30 years dedicated to the sport. Try playing as Petraglia in his own tournament!

## Randy Pederson

**Average 219.39**
**Right-handed**

Having taken 11 tournaments by mowing down some of the toughest competitors in the PBA, Pederson is one of the best (and most feared) professional players in all of bowling.

## Mark Williams

**Average 219.39**
**Right-handed**

He's won two titles in the Firestone Tournament of Champions, so there's no question that besting Mark Williams is going to be a major challenge for any player in the PBA.

## Justin Hromek

**Average 218.32**
**Right-handed**

It's still early in Hromek's career as a professional bowler, but since he's already done so well in the PBA, we can safely say that there are lots of tournament titles in his future.

## Ricky Ward

**Average 217.54**
**Left-handed**

Like Hromek, Ricky Ward has only begun to work his way up the PBA rankings, but he definitely threw the ball like a world champion when he won the Johnny Petraglia Open in 1993.

## Curtis Odom

**Average 217.33**
**Right-handed**

Curtis Odom may not have any tournament titles to date, but his earnings have been consistently high. Maybe you'll be able to help Odom bring home his first video bowling title!

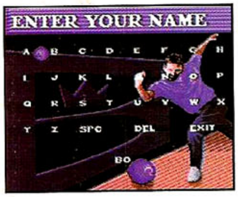
## Steve Jaros

**Average 216.52**
**Right-handed**

Steve Jaros plays in the PBA on only a part-time basis, but you would certainly never know it by looking at his two major titles and the impressive size of his yearly earnings.

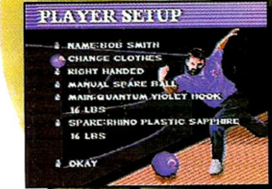
## A Pro of Your Own

If you want a bowler that reflects your personality, creating your own pro is the best way to go. Besides picking the perfect ball and deciding which hand you'll bowl with, you'll also get to determine the color of your clothes!



ENTER YOUR NAME

BO



PLAYER SETUP

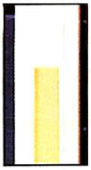
NAME:BOB SMITH
CHANGE CLOTHES
RIGHT HANDED
MANUAL SPARE BALL
MAIN:QUANTUM VIOLET HOOK
16 LBS
SPARE:RHINO PLASTIC SAPPHIRE
16 LBS

OKAY

# Learn Your Lanes

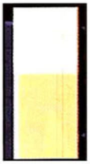
The lanes in the game have all been treated with oil to keep the surfaces nice and smooth, but the resulting "oil patterns" can dramatically affect your ball's behavior. Try practicing on these patterns before heading off on the tour.

## Pattern 1



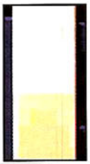
This lane pattern has a heavily oiled center stripe, causing balls rolled down the edges to hook towards the middle. It's one of the easiest patterns to bowl on, so you'll probably be rolling strikes in just a few frames.

## Pattern 2



This pattern, with it's heavy coating of oil across the width of the lane, can be quite challenging for even the most experienced players. Don't bowl towards the lane's edges or you're bound to roll into the gutter.

## Pattern 3



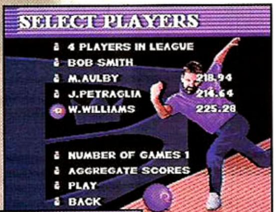
With a wide but short area of oil, this lane pattern will start hooking your ball sooner rather than later. Because of this, you should venture only a little way off center to find the strike zone.

# Join A League

Leagues allow you to forego the six major tournaments in favor of smaller battles against human or computer opponents. In the Singles League, it's every bowler for himself, while in the Teams League, you can bowl with or against friends.

## Singles League

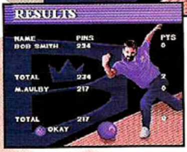
In the Singles League, four bowlers (all of which can be human opponents) can battle it out as individual players. In both leagues, you can customize some really cool features, including the number of games in a match and even the method for scoring.



SELECT PLAYERS

4 PLAYERS IN LEAGUE
BOB SMITH
M.AULBY 218.94
J.PETRAGLIA 214.64
W.WILLIAMS 225.28

NUMBER OF GAMES 1
AGGREGATE SCORES
PLAY
BACK

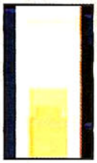


RESULTS

| NAME | PINS | PTS |
|---|---|---|
| BOB SMITH | 234 | 0 |
| TOTAL | 234 | 2 |
| M.AULBY | 217 | 0 |
| TOTAL | 217 | 0 |

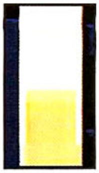
OKAY

## Pattern 4



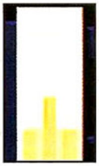
This lane has a short and narrow area of oil, causing the ball to hook early when it's thrown down the center and even earlier if you bowl down the edges. You'll have a strikefest once you find the lane's sweet spot.

## Pattern 5



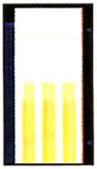
With a longer and wider coating of oil, this lane makes your ball hook as it closes in on the pins. While strikes will still be relatively easy to make with this kind of pattern, spares will be much more difficult.

## Pattern 6



Any ball not bowled directly down the center of lanes with this oil pattern is liable to hook early. Try sticking close to the middle of the lane to make strikes, and stray away only if you're shooting for a spare.

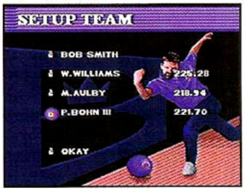
## Pattern 7



This is mysterious oil pattern is definitely the most difficult to master simply because you won't know how it will affect the ball until you've played a few frames. Say so long to those easy strikes!

## Teams League

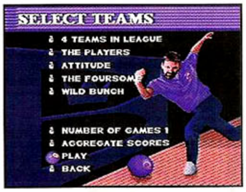
The Teams League includes four teams that face off on the lanes in groups of four players. Up to four human players can get in on the fun, allowing you to either team up to take on the PBA's best bowlers or split up and compete against each other with the help of the pros. Given that the Teams League provides so many ways to play, pairing up is a great way to play.



SETUP TEAM

BOB SMITH
W.WILLIAMS 225.28
M.AULBY 218.94
P.BOHN III 221.70

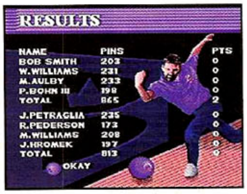
OKAY



SELECT TEAMS

4 TEAMS IN LEAGUE
THE PLAYERS
ATTITUDE
THE FOURSOME
WILD BUNCH

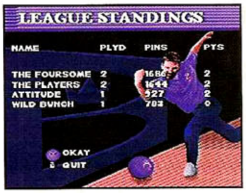
NUMBER OF GAMES 1
AGGREGATE SCORES
PLAY
BACK



RESULTS

| NAME | PINS | PTS |
|---|---|---|
| BOB SMITH | 203 | 0 |
| W.WILLIAMS | 231 | 0 |
| M.AULBY | 233 | 0 |
| P.BOHN III | 198 | 0 |
| TOTAL | 865 | 2 |
| J.PETRAGLIA | 235 | 0 |
| R.PEDERSON | 173 | 0 |
| M.WILLIAMS | 208 | 0 |
| J.HROMEK | 197 | 0 |
| TOTAL | 813 | 0 |

OKAY



LEAGUE STANDINGS

| NAME | PLYD | PINS | PTS |
|---|---|---|---|
| THE FOURSOME | 2 | 1686 | 2 |
| THE PLAYERS | 2 | 1644 | 2 |
| ATTITUDE | 1 | 927 | 2 |
| WILD BUNCH | 1 | 703 | 0 |

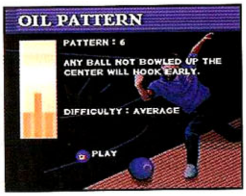
OKAY
QUIT

# Tournament Time!

If you're bowling like a pro, it's time to head to the tournaments and test your mettle against the PBA players. In this mode, you can determine the lengths of the tournament. Unless you have lots of stamina, we suggest that you start with a short one.

## Brunswick World T.O.C.

Being the most prestigious stop on the tour, The Brunswick World T.O.C is open only to those who have taken the title in either the Johnny Petraglia Open or the Bayer Brunswick TPC. Keep in mind that after every game you play (tournaments can have more than 42!) you'll earn a password that lets you return to that point in the match. It can be quite useful if you begin to falter late in the tournament.

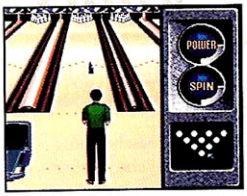

OIL PATTERN

PATTERN : 6

ANY BALL NOT BOWLED UP THE CENTER WILL HOOK EARLY.

DIFFICULTY : AVERAGE

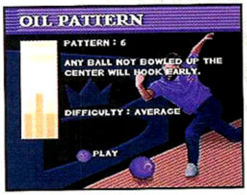
PLAY



To bowl a strike, place your left foot on the fourth marker from the right, and aim the ball between the second and third arrows from the right. These tips are for right-handed bowlers. If you're a lefty, substitute "right" for "left" in these directions and you'll do just fine.

## Bayer Brunswick TPC

Besides the Brunswick World T.O.C., this is definitely the most difficult competition on the tour. Its lane oil pattern is described as being of only average difficulty, but it's a lot tougher than most of the other tournaments where you'll sometimes face easier patterns. You should probably bowl a few practice rounds on patterns 5 and 6 before entering the Bayer Brunswick TPC.

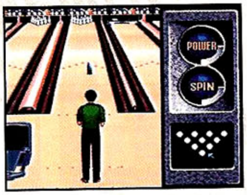

OIL PATTERN

PATTERN : 6

ANY BALL NOT BOWLED UP THE CENTER WILL HOOK EARLY.

DIFFICULTY : AVERAGE

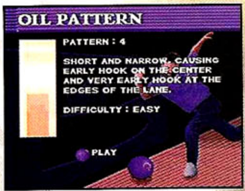
PLAY



Practice is real the key to taking this title, but we can offer a little advice on foot placement and lining up the ball. Use the same left-foot position as we suggested for the Brunswick World T.O.C., but place the blue cursor over the third arrow from the right and make minor adjustments as needed.

## Johnny Petraglia Open

Named after one of the game's playable pros, the Johnny Petraglia Open is a bit easier to win than the Bayer Brunswick because its lane oil pattern is easier to bowl.


OIL PATTERN

PATTERN : 4

SHORT AND NARROW, CAUSING EARLY HOOK ON THE CENTER AND VERY EARLY HOOK AT THE EDGES OF THE LANE.

DIFFICULTY : EASY

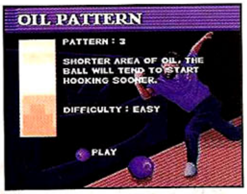
PLAY

If you want to take this tournament's title, try this technique: Stand with your right foot on the floor marker that's third from the right, then move the blue cursor over the arrow that's also the third from the right. Now power up to maximum and plow down the pins!

## Las Vegas Invitational

If you're looking to improve your luck in tournament play, go to Las Vegas where the oil pattern is always easy. It will make your odds of picking up the title much better than they are in any other competition.

Las Vegas
INVITATIONAL


OIL PATTERN

PATTERN : 3

SHORTER AREA OF OIL. THE BALL WILL TEND TO START HOOKING SOONER.

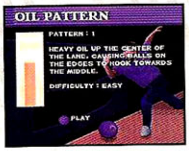
DIFFICULTY : EASY

PLAY

Here's the way to bowl a perfect frame in Las Vegas: Position your pro player's left foot on the fourth floor marker from the right, then move the blue aiming cursor just to the right of the third arrow from the right. Odds are that this technique will put you on the leader board.

## Quantum Open

The Quantum Open is a bit tougher than the Las Vegas Invitational, but it's much easier than most of the others.


OIL PATTERN

PATTERN : 1

HEAVY OIL UP THE CENTER OF THE LANE, CAUSING BALLS ON THE EDGES TO HOOK TOWARDS THE MIDDLE.

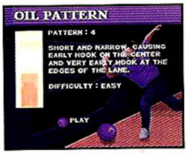
DIFFICULTY : EASY

PLAY

The Open has an easy oil pattern. Stand to the left of the floor marker fourth from the right and aim to the right of the arrow third from the right, as you did in Las Vegas.

## Combat Zone Classic

If you see bowling as a battle and your competitors as combatants, then you'll love this tournament's theme!


OIL PATTERN

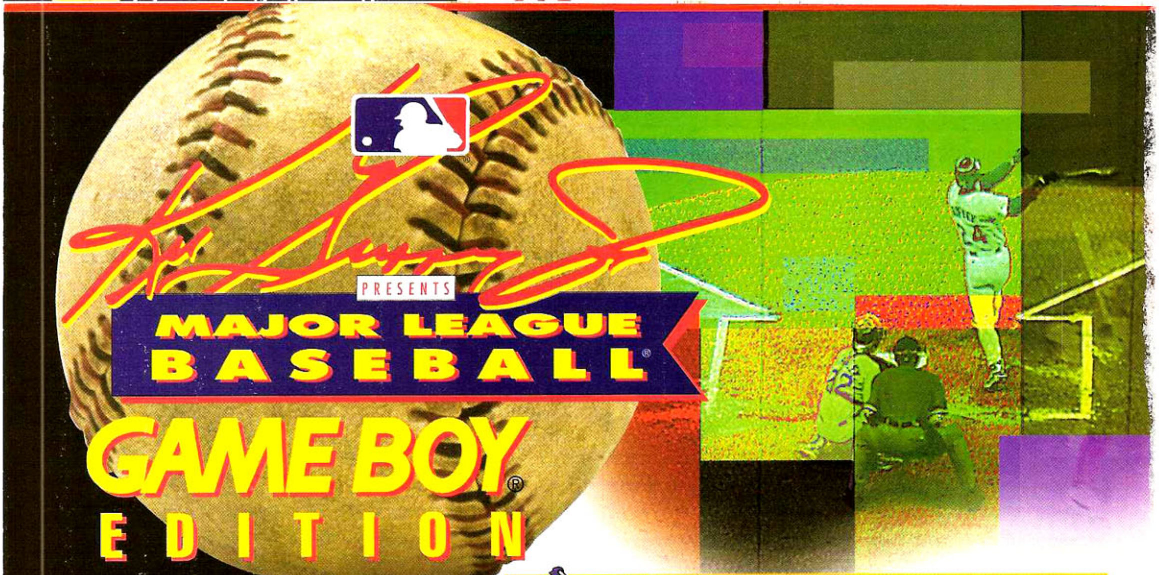
PATTERN : 4

SHORT AND NARROW, CAUSING EARLY HOOK ON THE CENTER AND VERY EARLY HOOK AT THE EDGES OF THE LANE.

DIFFICULTY : EASY

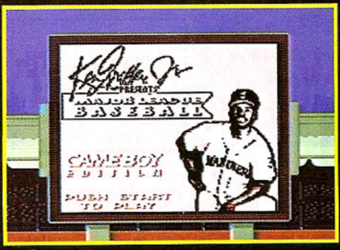
PLAY

If you line yourself up the same way you did for both the Quantum Open and the Las Vegas Invitational tournament, you'll bowl a great game in the Combat Zone Classic.



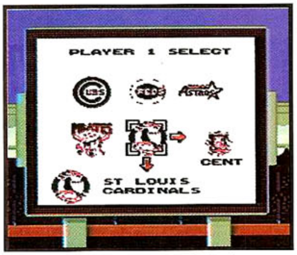
# Ken Griffey Jr. PRESENTS MAJOR LEAGUE BASEBALL GAME BOY® EDITION

**Do you have what it takes to smack a Randy Johnson fastball over the left field fence or mow down Mo Vaughn with a nasty slider right over the heart of the plate? Here's your chance to find out. Nintendo's newest sports Pak, Ken Griffey Junior Presents: Major League Baseball for the Game Boy, puts all the excitement of the big leagues in the palm of your hand, including all 28 pro teams and their actual players. Grab your Game Boy and Go Yard With Griffey!**

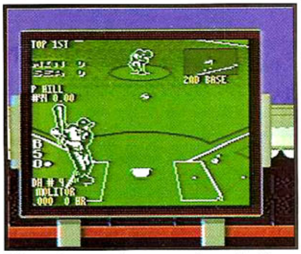


## SWUNG ON AND BELTED!

As you read this, baseball pros and fans alike will be gearing up for the division pennant races and taking odds on which ball clubs will make it to this year's World Series. What better way to get into the swing of post-season play than holding your own World Series, courtesy of Nintendo's Ken Griffey Junior Presents: Major League Baseball. Based on the hit Super NES game of the same name, this portable Pak sports the same features that made its predecessor such a hit among both casual fans and aficionados, including an auto-fielding option, a running tally of player stats and batting averages in Season Mode and the option of playing with or without a designated hitter. Nintendo has also made some very notable additions and improvements to this 4-megabit version of the game. Not only can you now trade players in Season Mode, you'll be managing and fielding full rosters of real-life major leaguers. This Pak includes every player in every starting lineup, from the lowliest bench warmers to the game's biggest names, like Barry Bonds, Tony Gwynn, Kenny Lofton, Greg Maddux, Hideo Nomo, Mike Mussina, Frank Thomas, Albert Belle, Alex Rodriguez and, of course, the Seattle Mariner's star outfielder, Ken Griffey Jr.!



Choose from all 28 pro teams in both leagues. If you didn't catch any of the inter-league play this year, here's your chance!



This version uses the same engine as the Super NES version. Players are larger than what you see in other Game Boy baseball games.

©1997 Nintendo
©MLBPA

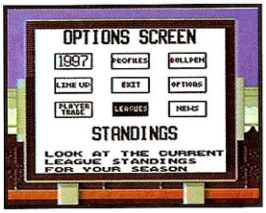
# PLAYS OF THE DAY

This game comes equipped with five different modes of play, including Exhibition, All-Star Game, Home Run Derby, World Series/Playoffs and Season Modes. We'll do a quick run around the bases on each mode before we slide into some strategies and a scouting report on the teams and their key players.

## MODES AND OPTIONS

With the exception of the Home Run Derby, each mode allows several options to be turned on and off before beginning play, including one that allows you to just manage a team and let the computer control it during a game. In some modes, you can also check out player stats, league standings and game schedules.

**EXHIBITION** Exhibition mode is a one-game challenge between any two teams of your choice. You can pit division rivals against each other or set up a fantasy, interleague challenge. It's all up to you!



OPTIONS SCREEN

1997 PROFILES BULLPEN

LINE UP EXIT OPTIONS

PLAYER TRADE LEAGUES NEWS

STANDINGS

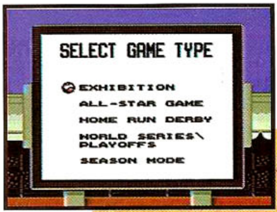
LOOK AT THE CURRENT LEAGUE STANDINGS FOR YOUR SEASON

**ALL-STAR GAME** The All-Star Game lets you find your own answer to the perennial question, "Which is really better, the American or the National League?" Lineups include the top players from each league, and even the benches are populated by powerhouses.

**HOME RUN DERBY** Match bats with Griffey and see if you can smack more home runs in a head-to-head duel. Players are given ten outs, with anything that's not a homer counted as an out. A computer-directed Griffey goes first, followed by a slugger that you control. Swing away!

**WORLD SERIES/ PLAY-OFFS** Even if your favorite mudhens have never made it to post-season play, here's your big chance to set up an October Surprise for them. It's a seven-game series between two teams of your choice.

**SEASON MODE** Take the helm of your favorite ball club and lead them through a 26-, 78- or 162-game season. You can trade players, restructure the lineup, shuffle the pitching rotation and more. You're manager, coach and player!



SELECT GAME TYPE

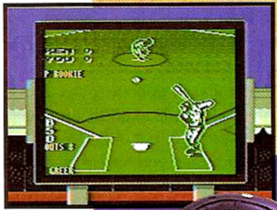
EXHIBITION

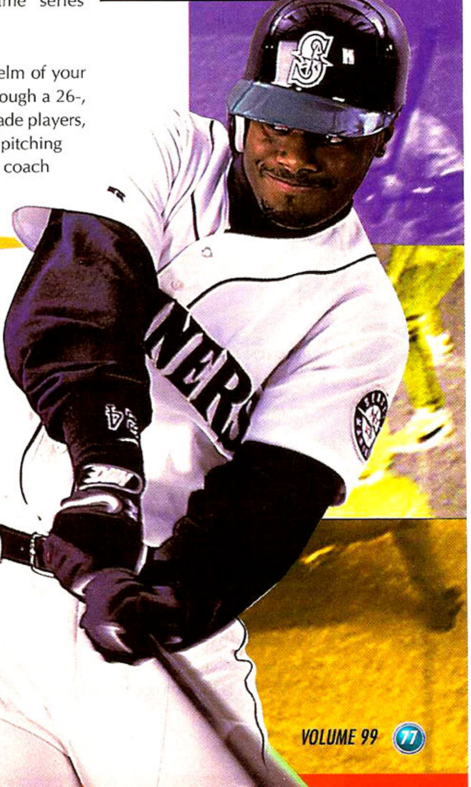
ALL-STAR GAME

HOME RUN DERBY

WORLD SERIES\ PLAYOFFS

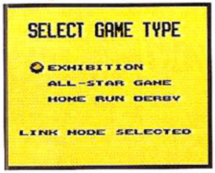
SEASON MODE





## DOUBLE PLAY

If the computerized ball clubs aren't enough of a challenge for you, you can also match your skills against another player in Exhibition Mode play. With a Game Link cable, two Game Boys and two Game Paks, you can set up any major league challenge you can imagine. Even though the other play modes aren't available, you can still keep track of your stats and conduct your own mock season, play-off series or World Series.



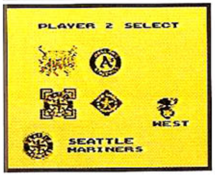
SELECT GAME TYPE

EXHIBITION

ALL-STAR GAME

HOME RUN DERBY

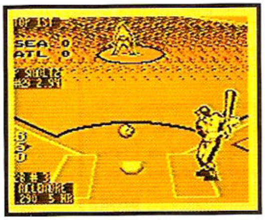
LINK MODE SELECTED



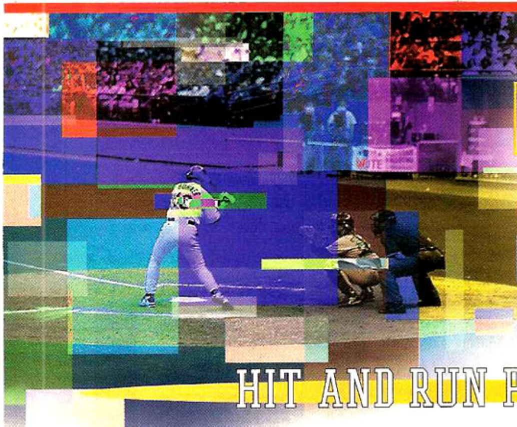
PLAYER 2 SELECT

WEST

SEATTLE MARINERS



As good as the AI is in this game, you still can't beat the unpredictability of a human opponent!

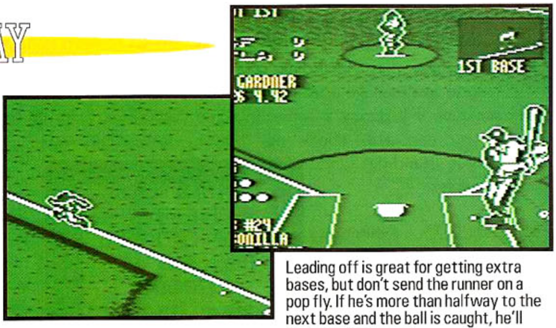


# PLAY BALL!

As we mentioned, this game includes all 28 major league teams and their actual rosters, and each player has been programmed according to his real-life counterpart's stats. Most of the strategies you'll use out on the diamond will depend on who you have in your lineup, but here are a few general strategies that most any team can take advantage of at one time or another during a game. We also recommend playing an Exhibition game or two to get used to the game control before jumping into Season play.

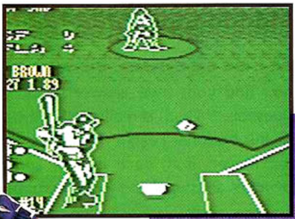
## HIT AND RUN PLAY

When you have a man on base, lead him off by two or three steps by holding Select and pressing B once for each step. Send the runner as soon as the ball is hit to give him a better chance of making it to the next base. If you lead off by four steps, your runner will immediately try to steal. It's risky, but you can try to steal on a slow pitch or if your opponent has a so-so catcher. Computerized runners always lead off by three steps. They're nearly impossible to pick off, but if they try to steal, you can beat them to the next base if you have a strong catcher.

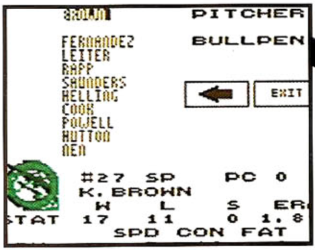


Leading off is great for getting extra bases, but don't send the runner on a pop fly. If he's more than halfway to the next base and the ball is caught, he'll likely be thrown out.

## POWER VS. CONTROL



When playing against a human opponent, you'll probably want to use a pitcher with a high speed rating. When playing against the computer, control is more important. Computerized batters don't seem fazed by fast pitches, but they are often suckers for a curve ball on the outside corner. Remember that you can direct the ball with the Control Pad after it has left your hand.

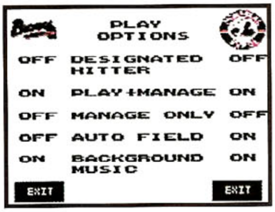


BROWN
PITCHER
BULLPEN
FERNANDEZ
LEITER
RAPP
SAUNDERS
HELLING
COOK
POWELL
HUTTON
NEN
EXIT
#27 SP PC 0
K. BROWN
W L S ER
STAT 17 11 0 1.8
SPD CON FAT

Keep an eye on your starting pitcher as the game progresses. When he starts panting with fatigue, call down to the bullpen for a relief pitcher.

## DEFENSIVE MANEUVERS

Fielding is possibly the most challenging part of this game, so use the Auto Field feature until you get used to the control. Watch how the computer directs the fielders and the angles at which they approach the ball. The key to manual fielding is judging the speed and direction of the ball. Don't think about where the ball is now, but think about where the ball is going and what you have to do to get your fielder to that particular spot. The idea is to intercept the ball, not chase after it.

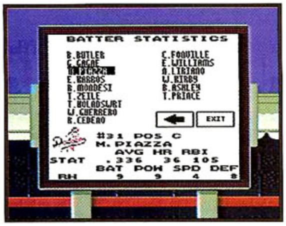


PLAY OPTIONS

| | | |
|---|---|---|
| OFF | DESIGNATED HITTER | OFF |
| ON | PLAY+MANAGE | ON |
| OFF | MANAGE ONLY | OFF |
| OFF | AUTO FIELD | ON |
| ON | BACKGROUND MUSIC | ON |
| EXIT | | EXIT |

# SCOUTING REPORT

We've put together a scouting report on the top pitchers and hitters for each team, plus some management tips that may help on the bumpy road through Season Mode and on to the World Series. Of course, stats don't tell the whole story of a player or a team, and it will be up to you to get the most out of your chosen ball club. Keep an eye on individual player performances and don't be afraid to tinker with your team's batting order or pitching rotation.



BATTER STATISTICS

B.BUTLER
G.GAGNE
[illegible]
E.KARROS
R.MONDESI
T.ZEILE
T.HOLNDSWRT
W.GUERRERO
R.CEDENO

C.FONVILLE
E.WILLIAMS
N.LIRIANO
W.KIRBY
B.ASHLEY
T.PRINCE

#31 POS C
M.PIAZZA

| | AVG | HR | RBI | |
|---|---|---|---|---|
| STAT | .336 | 36 | 105 | |
| | BAT | POW | SPD | DEF |
| RH | 9 | 9 | 4 | 8 |

## LOS ANGELES DODGERS

Piazza has made quite a name for himself as his club's top run producer, batting .326 for his career, while Karros is very solid in the clutch (a '94-'96 average of .275). Mondesi can be streaky, but he's monstrous when he's "on." Nomo, the sensational 1995 Rookie of the Year, is the obvious backbone of your pitching staff.

| TOP 3 BATTERS | |
|---|---|
| M. PIAZZA | 31/C |
| E. KARROS | 23/1B |
| R. MONDESI | 43/RF |

| TOP 3 PITCHERS | |
|---|---|
| H. NOMO | 16/SP |
| R. MARTINEZ | 48/SP |
| T. WORRELL | 38/CL |

## SAN FRANCISCO GIANTS

Even though he was walked an amazing 151 times in 1996, Barry Bonds still managed to come away with a .308 average, 42 homers and 129 RBIs. Play with the lineup and try to put good hitters before and after him in the order. At 35, Gardner is in no danger of slowing down. This seasoned right-hander is your top pitching pick.

| TOP 3 BATTERS | |
|---|---|
| G. HILL | 34/RF |
| B. BONDS | 25/LF |
| J. KENT | 21/2B |

| TOP 3 PITCHERS | |
|---|---|
| M. GARDNER | 26/SP |
| O. FERNANDEZ | 22/SP |
| R. BECK | 47/CL |

## ANAHEIM ANGELS

Versatility is the Angels' game. Erstad is now a first baseman, but you can platoon him at other positions. Salmon is the most reliable hitter and can be dropped anywhere in the batting order. Place Finley at the top of the pitching rotation, with Dickson at third or fourth. Percival is your logical closer, but don't overwork him.

| TOP 3 BATTERS | |
|---|---|
| D. ERSTAD | 27/1B |
| J. EDMONDS | 25/CF |
| T. SALMON | 15/RF |

| TOP 3 PITCHERS | |
|---|---|
| C. FINLEY | 31/SP |
| J. DICKSON | 19/SP |
| T. PERCIVAL | 40/CL |

## SEATTLE MARINERS

This is a team of solid hitters with absolutely no bums in the bunch. Lead off the batting order with Cora, Rodriguez, Griffey and Martinez. The Big Unit, Randy Johnson, is the cornerstone of the pitching staff. In Season play, try using four lefties and one right-hander in the rotation.

| TOP 3 BATTERS | |
|---|---|
| K. GRIFFEY JR. | 24/CF |
| E. MARTINEZ | 11/DH |
| A. RODRIGUEZ | 3/SS |

| TOP 3 PITCHERS | |
|---|---|
| R. JOHNSON | 51/SP |
| J. FASSERO | 13/SP |
| J. MOYER | 50/SP |

## SAN DIEGO PADRES

The Padres clinched the NL West title last year, and they could be primed to do it again this year. Unlike Seattle, which relies on the long ball, San Diego gets along with consistent, solid base hitting. Ashby's superb control makes him a contender for the No. 1 pitching spot, while Hamilton is the other top pick.

| TOP 3 BATTERS | |
|---|---|
| S. FINLEY | 12/CF |
| T. GWYNN | 19/RF |
| K. CAMINITI | 21/3B |

| TOP 3 PITCHERS | |
|---|---|
| J. HAMILTON | 50/SP |
| A. ASHBY | 43/SP |
| T. HOFFMAN | 51/CL |

## COLORADO ROCKIES

They may be getting older, but the Rockies' top three batters remain a force to be reckoned with. This team won't be known for base running or base stealing, but the defense won't let you down. Give Swift a chance in the middle of the pitching rotation, but when he's up, keep Ruffin ready to take over in the sixth or seventh inning.

| TOP 3 BATTERS | |
|---|---|
| L. WALKER | 33/RF |
| A. GALARRAGA | 14/1B |
| D. BICHETTE | 10/LF |

| TOP 3 PITCHERS | |
|---|---|
| K. RITZ | 30/SP |
| B. SWIFT | 20/SP |
| B. RUFFIN | 18/CL |

## OAKLAND ATHLETICS

McGwire should play the cleanup role, batting fourth in the order. Giambi saw his stats drop in the second half of '96, but he can play several positions well, including left field, first and third base. He can even be the designated hitter in a pinch. Prieto and Karsay are good starters, but you should trade for more pitching power.

| TOP 3 BATTERS | |
|---|---|
| M. MCGWIRE | 25/1B |
| G. BERROA | 29/RF |
| J. GIAMBI | 16/LF |

| TOP 3 PITCHERS | |
|---|---|
| A. PRIETO | 48/SP |
| S. KARSAY | 20/SP |
| B. TAYLOR | 22/CL |

## TEXAS RANGERS

Rodriguez was usually second in the batting order for the Rangers last year, a role he should fill admirably again for you. He's also a powerful catcher, and few base runners will beat his throw to second. Hill belongs in the No. 1 pitching spot, while Witt can be moved around. Wetteland has a terrific fastball and a curve, too.

| TOP 3 BATTERS | |
|---|---|
| I. RODRIGUEZ | 7/C |
| R. GREER | 29/LF |
| J. GONZALEZ | 19/RF |

| TOP 3 PITCHERS | |
|---|---|
| K. HILL | 44/SP |
| B. WITT | 36/SP |
| J. WETTELAND | 35/CL |

## CHART KEY

3/SS ...... POSITION
3 ...... JERSEY NUMBER

| | |
|---|---|
| C | CATCHER |
| 1B | FIRST BASE |
| 2B | SECOND BASE |
| SS | SHORT STOP |
| 3B | THIRD BASE |
| LF | LEFT FIELD |
| CF | CENTER FIELD |
| RF | RIGHT FIELD |
| DH | DESIGNATED HITTER |
| SP | STARTING PITCHER |
| RL | RELIEF PITCHER |
| CL | CLOSER |

## CHICAGO CUBS

McRae is often the catalyst for an explosion of hits. Place him second in the order, followed by Grace and Sosa. Trachsel had many career highs last year, which is no surprise, given his speed and stamina ratings. Mulholland ranks lower in those areas but has a small edge in control.

**TOP 3 BATTERS**

| | |
|---|---|
| B. MCRAE | 56/CF |
| M. GRACE | 17/1B |
| S. SOSA | 21/RF |

**TOP 3 PITCHERS**

| | |
|---|---|
| S. TRACHSEL | 46/SP |
| T. MULHOLLAND | 45/SP |
| M. ROJAS | 51/SP |

## PITTSBURGH PIRATES

You'll need to play with the Pirates' batting order to get the most out of them. Kendall had a good rookie year and should do well as the second hitter. Martin was the No. 2 batter last year but could be moved to No. 3, 4 or 5. Ericks will do well in short relief or as the closer.

**TOP 3 BATTERS**

| | |
|---|---|
| K. ELSTER | 10/SS |
| A. MARTIN | 28/LF |
| J. KENDALL | 18/C |

**TOP 3 PITCHERS**

| | |
|---|---|
| F. CORDOVA | 67/SP |
| E. LOAIZA | 34/SP |
| J. ERICKS | 57/CL |

## CHICAGO WHITE SOX

Can you say, "offensive strength"? With Thomas, Belle and Ventura batting third, fourth and fifth, you should have no problem producing 500 hits in a season from them alone. Navarro narrowly beats out Alvarez as the No. 1 starter. Hernandez has a screaming fastball, but give him lots of rest.

**TOP 3 BATTERS**

| | |
|---|---|
| F. THOMAS | 35/1B |
| A. BELLE | 8/LF |
| R. VENTURA | 23/3B |

**TOP 3 PITCHERS**

| | |
|---|---|
| J. NAVARRO | 38/SP |
| W. ALVAREZ | 40/SP |
| R. HERNANDEZ | 39/RL |

## MILWAUKEE BREWERS

The default batting order is good for both runs and stolen bases. Cirillo can bat anywhere from first to fifth. D'Amico had some rocky times in his rookie year, but he's promising. His ERA is a bit high and his stamina only average (keep a lid on the pitch count), but he's well balanced.

**TOP 3 BATTERS**

| | |
|---|---|
| J. CIRILLO | 26/3B |
| D. NILSSON | 14/DH |
| J. JAHA | 32/1B |

**TOP 3 PITCHERS**

| | |
|---|---|
| B. MCDONALD | 40/SP |
| J. D'AMICO | 13/SP |
| D. JONES | 43/CL |

## CINCINNATI REDS

If you go for RBIs and not homers, the Reds will do well by you. At 29, Sanders is in the prime of his career, and you can count on the right-hander to bat .300 and steal a lot of bases, too. Burba is a starter again, but send him back to relief if he falters. Trade for more pitching!

**TOP 3 BATTERS**

| | |
|---|---|
| H. MORRIS | 23/1B |
| B. LARKIN | 11/SS |
| R. SANDERS | 16/RF |

**TOP 3 PITCHERS**

| | |
|---|---|
| J. SMILEY | 57/SP |
| D. BURBA | 34/SP |
| J. BRANTLEY | 45/CL |

## SAINT LOUIS CARDINALS

With Jordan, Gant and Lankford in their default spots, you should be able to bang out 70+ homers from them on the year. After so-so stints with San Diego and Seattle, Benes (Andy, not Alan) has finally settled down. Expect great speed but little control from this veteran right-hander.

**TOP 3 BATTERS**

| | |
|---|---|
| B. JORDAN | 3/RF |
| R. GANT | 5/LF |
| R. LANKFORD | 16/CF |

**TOP 3 PITCHERS**

| | |
|---|---|
| T. STOTTLEMYRE | 30/SP |
| A. BENES | 40/SP |
| D. OSBORNE | 31/SP |

## CLEVELAND INDIANS

With the acquisition of Williams, Thome becomes the starting first baseman, but he certainly won't give up his role as a top producer. Move Thome into cleanup if he's hitting well. Nagy will give you lots of strikeouts, with McDowell close behind. Mesa has speed but no legs.

**TOP 3 BATTERS**

| | |
|---|---|
| J. THOME | 25/1B |
| M. WILLIAMS | 9/3B |
| D. JUSTICE | 33/LF |

**TOP 3 PITCHERS**

| | |
|---|---|
| C. NAGY | 41/SP |
| J. MCDOWELL | 29/SP |
| J. MESA | 49/CL |

## MINNESOTA TWINS

Knoblauch is a rock as the leadoff man. At 40, Molitor continues to amaze as the No. 3 hitter. Play with the No. 2 spot to see who can get on base consistently to give Molitor a chance to drive in more runs. Control is Tewksbury's strength, but he may give up a few too many homers.

**TOP 3 BATTERS**

| | |
|---|---|
| C. KNOBLAUCH | 11/2B |
| P. MOLITOR | 4/DH |
| M. CORDOVA | 40/LF |

**TOP 3 PITCHERS**

| | |
|---|---|
| B. RADKE | 22/SP |
| B. TEWKSBURY | 19/SP |
| R. AGUILERA | 38/CL |

## HOUSTON ASTROS

The Astros don't have power, but they can wear you down with base hitting. As long as you can keep the pitching in sync, this team could go far. Reynolds is a reliable workhorse who will give you lots of innings and strikeouts. Kile can do the same, but he's less consistent.

**TOP 3 BATTERS**

| | |
|---|---|
| C. BIGGIO | 7/2B |
| J. BAGWELL | 5/1B |
| D. BELL | 14/CF |

**TOP 3 PITCHERS**

| | |
|---|---|
| S. REYNOLDS | 37/SP |
| D. KILE | 57/SP |
| B. WAGNER | 13/CL |

## KANSAS CITY

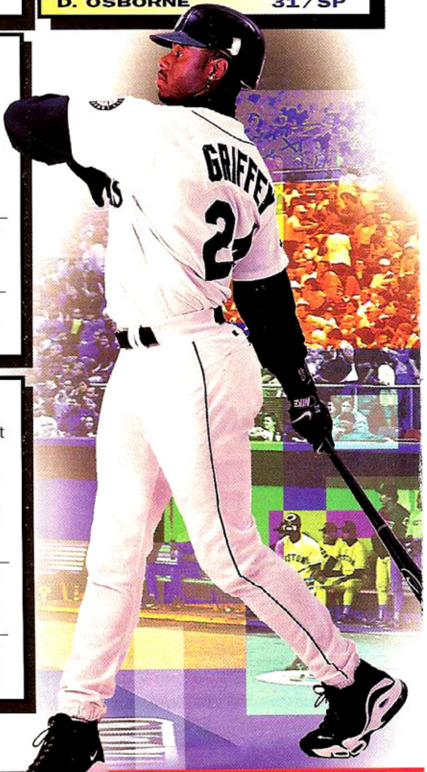
Like the Astros, the Royals rely on consistent base hitting, not the long ball, to score runs. More than half your starting players have above average defense stats, so take advantage of that. Belcher will be a key starter somewhere below Appier, and don't be afraid to bump up Rosado.

**TOP 3 BATTERS**

| | |
|---|---|
| J. BELL | 28/SS |
| J. KING | 7/1B |
| C. DAVIS | 44/DH |

**TOP 3 PITCHERS**

| | |
|---|---|
| K. APPIER | 17/SP |
| T. BELCHER | 41/SP |
| J. ROSADO | 50/SP |



## ATLANTA BRAVES

With the above average speed ratings across the board, you could make base stealing the Braves' trademark move. Add in some base hitting, and the Braves could become the league's RBI machine. Your top three pitchers should give you lots of complete games with no relief pitching needed.

| TOP 3 BATTERS | |
|---|---|
| K. LOFTON | 7/CF |
| C. JONES | 10/3B |
| F. MCGRIFF | 27/1B |

| TOP 3 PITCHERS | |
|---|---|
| J. SMOLTZ | 29/SP |
| G. MADDUX | 31/SP |
| T. GLAVINE | 47/SP |

## BALTIMORE ORIOLES

If you're talking RBIs, you're talking Orioles. Six of your starters batted over .270 and had 82+ RBIs for '96. As for pitching, don't let the high ERAs fool you. Mussina, Key and Erickson all have superb control. With a five-man rotation, you'll have no problem holding a .500+ win percentage.

| TOP 3 BATTERS | |
|---|---|
| B. ANDERSON | 9/CF |
| R. PALMEIRO | 25/1B |
| C. RIPKEN JR. | 8/3B |

| TOP 3 PITCHERS | |
|---|---|
| M. MUSSINA | 35/SP |
| J. KEY | 21/SP |
| S. ERICKSON | 19/SP |

## FLORIDA MARLINS

Sheffield, Bonilla and Alou all have high power and batting stats. Brown is a "three-fer" with great speed, phenomenal control and gobs of stamina, which helped him attain a major-league-leading 1.89 ERA last year. Your No. 1 closer, Nen, is right on his heels with a 1.95 ERA!

| TOP 3 BATTERS | |
|---|---|
| G. SHEFFIELD | 10/RF |
| B. BONILLA | 24/3B |
| M. ALOU | 18/LF |

| TOP 3 PITCHERS | |
|---|---|
| K. BROWN | 27/SP |
| A. FERNANDEZ | 32/SP |
| R. NEN | 31/CL |

## NEW YORK METS

Johnson had a terrific '96 season, marking his return to the NL with a .333 average and 69 RBIs. You might switch Olerud with Baerga in the order, but keep Gilkey and Hundley where they are. Mets' pitching won't thrill, but at least Franco and Jordan can manage low ERAs in relief.

| TOP 3 BATTERS | |
|---|---|
| L. JOHNSON | 1/CF |
| B. GILKEY | 23/LF |
| T. HUNDLEY | 9/C |

| TOP 3 PITCHERS | |
|---|---|
| M. CLARK | 54/SP |
| B. JONES | 28/SP |
| J. FRANCO | 31/CL |

## PHILADELPHIA PHILLIES

Jefferies is leadoff batter, but you might switch him with Morandini. If Morandini can get on base and steal consistently, this will make Jefferies, Brogna and Tartabull even more threatening. There's little stamina in the rotation, so go to the bullpen often. Bottalico is your closer.

| TOP 3 BATTERS | |
|---|---|
| G. JEFFERIES | 25/LF |
| R. BROGNA | 2/1B |
| D. TARTABULL | 45/RF |

| TOP 3 PITCHERS | |
|---|---|
| C. SCHILLING | 38/SP |
| M. LEITER | 31/SP |
| R. BOTTALICO | 52/CL |

## NEW YORK YANKEES

Here's another powerhouse AL team that won't disappoint. Picking the top three batters out of the lineup was nit-picking, indeed. You won't get much long relief from the bullpen, but Rivera can give you two solid innings (and a scorching fastball) as your No. 1 closer.

| TOP 3 BATTERS | |
|---|---|
| P. O'NEILL | 21/RF |
| B. WILLIAMS | 51/CF |
| T. MARTINEZ | 24/1B |

| TOP 3 PITCHERS | |
|---|---|
| D. CONE | 36/SP |
| A. PETTITTE | 46/SP |
| M. RIVERA | 42/CL |

## BOSTON RED SOX

Besides impressive batting and defense, young Mr. Garciaparra has shown solid base running, something you won't see from many Sox. Naehring had it tough in '96, but you can count on him and Vaughn to swing away. It's a bit scary when a reliever (Slocumb) has your team's best ERA...

| TOP 3 BATTERS | |
|---|---|
| N. GARCIAPARRA | 5/SS |
| M. VAUGHN | 42/1B |
| T. NAEHRING | 11/3B |

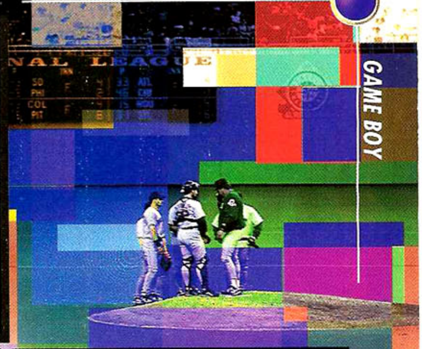
| TOP 3 PITCHERS | |
|---|---|
| T. GORDON | 36/SP |
| A. SELE | 26/SP |
| T. WAKEFIELD | 49/SP |

## DETROIT TIGERS

Fryman has been bumped back to third base, but he can play shortstop well, too. With his .320 average and 81 RBIs, move Higginson to the heart of the order. An injury skewed Johnson's numbers last year. Expect better things from him, especially with his good speed and stamina.

| TOP 3 BATTERS | |
|---|---|
| T. FRYMAN | 24/3B |
| T. CLARK | 17/1B |
| B. HIGGINSON | 4/LF |

| TOP 3 PITCHERS | |
|---|---|
| J. THOMPSON | 22/SP |
| O. OLIVARES | 28/SP |
| T. JONES | 59/CL |



## MONTREAL EXPOS

Grudzilanek and White can stay where they are, but you might try putting Rodriguez into the cleanup spot after White. Bullinger returns to a starter post after some time in the bullpen. His control leaves something to be desired, but give him a chance in the No. 2 spot behind Martinez.

| TOP 3 BATTERS | |
|---|---|
| M. GRUDZILANEK | 4/SS |
| H. RODRIGUEZ | 40/LF |
| R. WHITE | 22/CF |

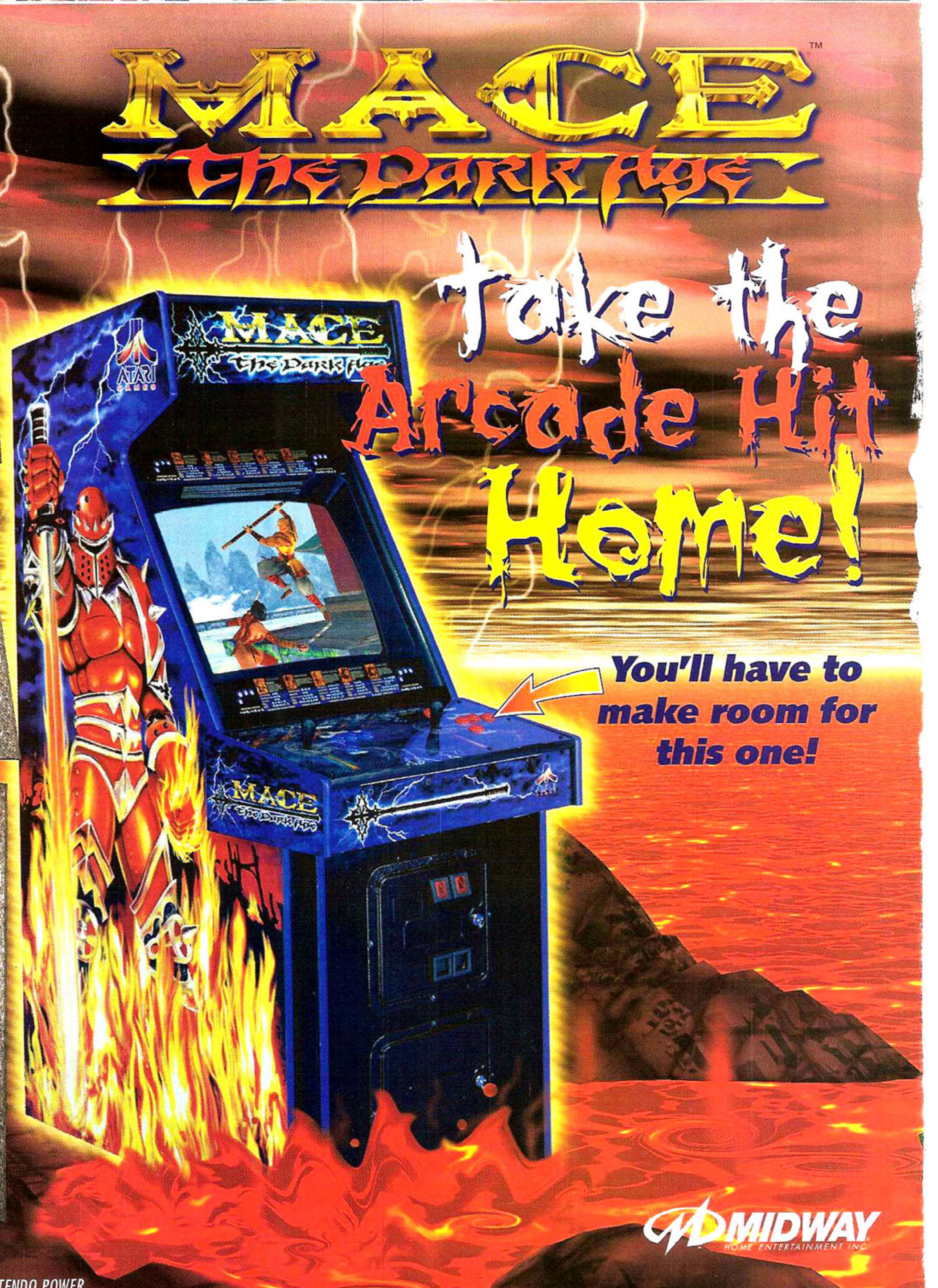
| TOP 3 PITCHERS | |
|---|---|
| P. MARTINEZ | 45/SP |
| J. BULLINGER | 52/SP |
| U. URBINA | 41/CL |

## TORONTO BLUE JAYS

Delgado shows signs of breaking out as a power hitter, but he'll need more seasoning. For variety, you might put Delgado at first base and have Carter be DH from time to time. Hentgen returns as Toronto's ace pitcher. Place Clemens and Guzman in the No. 2 and No. 3 spots.

| TOP 3 BATTERS | |
|---|---|
| C. DELGADO | 25/DH |
| J. CARTER | 29/1B |
| E. SPRAGUE JR. | 33/3B |

| TOP 3 PITCHERS | |
|---|---|
| P. HENTGEN | 41/SP |
| R. CLEMENS | 21/SP |
| J. GUZMAN | 57/SP |


MACE™
The Dark Age
Take the Arcade Hit Home!
You'll have to make room for this one!
ATARI GAMES
MACE The Dark Age
MIDWAY HOME ENTERTAINMENT INC.

## Player's Poll—Volume 99

**Here's the deal: Fill out this card and send it to us, and you'll have a shot at winning some super prizes in this month's Player's Poll Contest!**

Name

Address

City State/Prov. Zip/Postal Code

Age

MBR# ☐☐☐☐☐☐☐☐☐–☐ V
(Located above your name on the mailing label)

(        )
Telephone No.

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____
B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____
C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. What type of game do you most like to see featured on our cover?
1. Action 2. Adventure 3. Fighting 4. Puzzle
5. RPG 6. Simulation 7. Sports

H. What info do you most like to see hyped on our cover?
1. Codes 2. Previews 3. Reviews 4. Exclusive Information
5. Contests 6. Epic Center

I. What feature on the cover catches your eye the most?
1. Headlines 2. Characters 3. Colors

J. How would you evaluate your gaming experience with the Rumble Pak?
1. It made it more fun 2. It was okay
3. It bothered me 4. I haven't tried the Rumble Pak yet

K. How would you evaluate the Rumble Pak's performance?
1. It rumbled too much 2. It didn't rumble enough
3. It rocked my world

L. Would you like to see more games made compatible with the Rumble Pak?
1. Yes 2. No 3. I don't care

M. Do you plan on buying extra Rumble Paks?
1. Yes 2. No

N. Does GoldenEye's compatibility with the Rumble Pak make the game more appealing to you?
1. Yes 2. No

Trivia Question: In Star Fox 64, what kind of animal is Peppy?
Answer:________________________________

Mail in your card now, and keep your fingers crossed!

## BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

Name

Address

City State/Prov. Zip/Postal Code

(        ) ☐☐☐☐☐☐☐☐☐–☐☐
Telephone No. Membership No.

**Please check method of payment:**

☐ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

Credit Card Number Expiration Date

(        )
Cardholder's Signature Telephone No.

Cardholder's Name

## SCORCH
### THE COMPETITION

**This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Players' Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the breezy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:**

**Nintendo Power Magazine**
**P.O. Box 97032**
**Redmond, WA 98073-9732**

Place
First Class
Stamp
Here

# Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762

| Quantity (Limit 5 of each issue) | | | U.S. Price | Canadian Price | Total Amount |
|---|---|---|---|---|---|
| #35400 | | Volume 98 (July '97) | $5.50 | $7.00 | $ |
| #35389 | | Volume 97 (June '97) | $5.50 | $7.00 | $ |
| #35388 | | Volume 96 (May '97) | $5.50 | $7.00 | $ |
| #35387 | | Volume 95 (Apr. '97) | $5.50 | $7.00 | $ |
| #35386 | | Volume 94 (Mar. '97) | $5.50 | $7.00 | $ |
| #33550 | | Volume 92 (Jan. '97) | $5.50 | $7.00 | $ |
| #33549 | | Volume 91 (Dec. '96) | $5.50 | $7.00 | $ |
| #33548 | | Volume 90 (Nov. '96) | $5.50 | $7.00 | $ |
| #33547 | | Volume 89 (Oct. '96) | $5.50 | $7.00 | $ |
| #33546 | | Volume 88 (Sept. '96) | $5.50 | $7.00 | $ |
| #33545 | | Volume 87 (Aug. '96) | $5.50 | $7.00 | $ |
| #33544 | | Volume 86 (July '96) | $5.50 | $7.00 | $ |
| #33543 | | Volume 85 (June '96) | $5.50 | $7.00 | $ |
| #33542 | | Volume 84 (May '96) | $5.50 | $7.00 | $ |
| #33541 | | Volume 83 (Apr. '96) | $5.50 | $7.00 | $ |
| #33540 | | Volume 82 (Mar. '96) | $5.50 | $7.00 | $ |
| #33539 | | Volume 81 (Feb. '96) | $5.50 | $7.00 | $ |
| #27658 | | Volume 67 (Dec. '94) | $5.50 | $7.00 | $ |
| #35514 | | Set (Vol. 80-85) | $24.00 | $26.00 | $ |
| #33947 | | Set (Vol. 74-79) | $24.00 | $26.00 | $ |
| #33946 | | Set (Vol. 68-73) | $24.00 | $26.00 | $ |
| #33103 | | Set (Vol. 56-61) | $24.00 | $26.00 | $ |
| #32590 | | Set (Vol. 44-49) | $24.00 | $26.00 | $ |
| #28404 | | Set (Vol. 32-37) | $24.00 | $26.00 | $ |
| #27127 | | Set (Vol. 26-31) | $24.00 | $26.00 | $ |
| #26641 | | Set (Vol. 20-25) | $24.00 | $26.00 | $ |
| #24949 | | Set (Vol. 13-19) | $24.00 | $26.00 | $ |
| #20685 | | Set (Vol. 1-6) | $24.00 | $26.00 | $ |

*Note: Issues and sets not on this list are either sold out or available in very limited quantities. Prices include shipping and handling. Prices subject to change without notice.*

| | | | | | |
|---|---|---|---|---|---|
| | | **Strategy Guides** | | | |
| #21121 | | Final Fantasy (Vol. 17) | $5.50 | $7.00 | $ |
| #19687 | | Super Mario Bros. 3 (Vol. 13) | $5.50 | $7.00 | $ |
| | | **Players' Guides** | | | |
| #35925 | | Star Fox 64 | $13.00 | $17.50 | $ |
| #35576 | | Mario Kart 64 | $11.00 | $14.50 | $ |
| #34576 | | DKC 3: Dixie Kong's Double Trouble | $13.00 | $17.50 | $ |
| #34484 | | Super Mario 64 | $13.00 | $17.50 | $ |
| #34039 | | Super Mario RPG | $13.00 | $17.50 | $ |
| #32588 | | DKC 2: Diddy's Kong Quest | $13.00 | $18.00 | $ |
| #32923 | | Super Mario World 2: Yoshi's Island | $13.00 | $17.50 | $ |
| #33340 | | Chrono Trigger | $18.00 | $25.50 | $ |
| #32587 | | Killer Instinct | $13.00 | $17.50 | $ |
| #30143 | | Donkey Kong Country | $13.00 | $17.50 | $ |
| #29022 | | Super Metroid | $13.00 | $17.50 | $ |
| #27646 | | StreetFighter II Turbo | $18.00 | $25.50 | $ |
| #27919 | | Mario Paint | $13.00 | $17.50 | $ |
| #25956 | | Top Secret Password Book | $18.00 | $25.50 | $ |
| #25013 | | Zelda—A Link to the Past | $18.00 | $25.50 | $ |
| #24330 | | Super NES | $18.00 | $25.50 | $ |
| #22403 | | NES Game Atlas | $18.00 | $25.50 | $ |
| | | **Graphic Novels** | | | |
| #27642 | | Legend of Zelda Comic Book | $13.00 | $17.50 | $ |
| #27643 | | Super Mario Adventures Comic Book | $12.00 | $16.00 | $ |

Washington State residents add 8.6% sales tax (multiply subtotal by .086). Offer valid while supplies last! Allow four to six weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail to this address:

**Nintendo Power Magazine**
**P.O. Box 97032**
**Redmond, WA 98073-9732**

Subtotal $
Sales Tax $
Total $

# Grand Prize

## Enter to win Midway's latest arcade smash, Mace: The Dark Age

AND

## Mace 64 for your N64!

MACE
The Dark Age
NINTENDO 64
MIDWAY

Same great game.
Much smaller package!

# 2nd Prize

10 Winners!

## $100 worth of quarters!

Become a Mace arcade ace!
We'll get you started with a bag of quarters!

And

## Mace 64 for your N64!

MACE
The Dark Age
NINTENDO 64
MIDWAY

# 3rd Prize

50 Winners

## Nintendo Power T-shirts

Become enlightened
in a Power T!

# NP PLAYER'S POLL

## YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

### OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 99, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 99
P.O. BOX 97062
REDMOND, WA 98073-9762

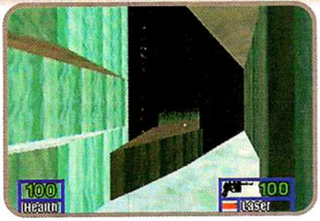
One entry per person, please. All entries must be postmarked no later than September 1, 1997. We are not responsible for lost or misdirected mail. On or about September 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after September 30, 1997. GRAND PRIZE: The Grand Prize Winner will receive a Mace: The Dark Age arcade game and a Mace 64 Game Pak for the Nintendo 64. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

# COUNSELORS' corner

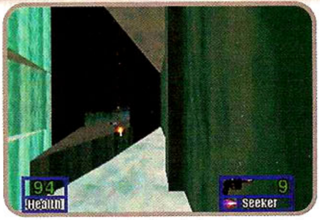
## STAR WARS: SHADOWS OF THE EMPIRE

### HOW DO I GET THROUGH HOTH'S COLLAPSING HALLWAY?

You can't afford to waste any time crossing Hoth's fragmenting hallway. Run along the right side of the corridor as fast as you can, then leap to clear the expanding chasm near the door. If you're playing Jedi or Hard mode, the storm troopers waiting at the end of the hallway are a deadly obstacle. Use a Seeker Missile and fire your blaster repeatedly down the hallway before you start your run. This way you'll take them out before they can hit you.



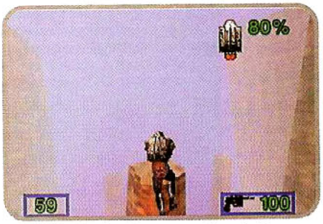
Run as fast as you can down the right side of Hoth's splitting corridor, then leap across the expanding crevasse at the end.



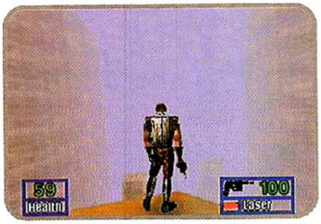
If you're playing in Hard or Jedi mode, use Seeker Missiles on the storm troopers waiting for you at the end of the fragmenting hallway.

### HOW DO I CROSS THE CHASM IN GALL SPACEPORT?

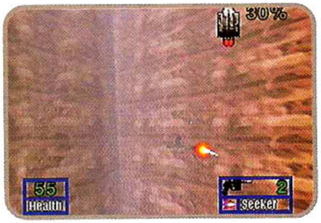
You'll use the jetpack to cross the chasm in the Gall Spaceport. Your jetpack has a limited amount of thrust, so the key to making a safe crossing is planning your route before you blast off. Line yourself up with the rock platform you're trying to reach before taking off. Jump toward your landing target, then engage the jetpack. Conserve fuel by traveling in a straight line—don't waste valuable thrust power by moving side to side. The top-view perspective is ideal for centering Dash over the landing area, but it's hard to see potential hazards in the distance. The Gun Turrets here are designed to distract you and waste your fuel, so use your Seeker Missiles to destroy them as quickly as possible.



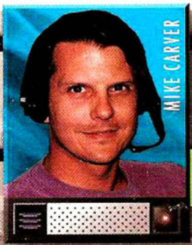
Use the jetpack to hop across tiny platforms dividing the chasm in the Gall Spaceport.



Pick your destination before you jet, then conserve your fuel by traveling in a straight line.



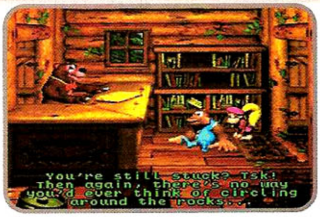
Don't waste time or fuel. Fire your Seekers at the Gun Turrets to quickly eliminate any threats.



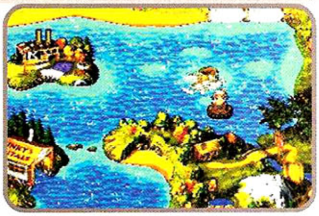
# DKC 3:
## DIXIE KONG'S DOUBLE TROUBLE

### HOW DO I ENTER THE LOST WORLD?

Blunder Bear blurts out a secret about four rocks, which refers to the entrance of the Lost World. To get there you must have the Hover Craft or the Turbo Ski. Motor your way above Kremwood Forest on the Overworld Screen and circle clockwise around the outside of the four boulders while holding the Y Button. If you circle enough times, a volcano will rise out of the water. This is the entrance to the Lost World.


You're still stuck? Tsk! Then again, there's no way you'd ever think of circling around the rocks...

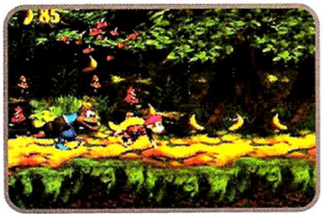
Blunder Bear blurts out the secret about the four rocks leading to the Lost World.



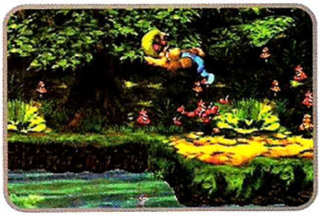
Circle clockwise around the four rocks above Kremwood Forest while holding the Y Button.

### WHERE IS THE WARP BARREL IN RIVERSIDE RACE?

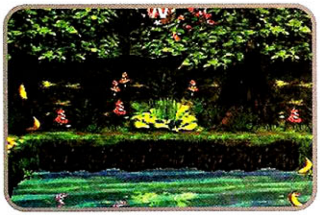
Many players consider Riverside Race to be the toughest level in Kremwood Forest. If you're tired of trying to flee from the biting swarm of bugs, you can warp your way to the end of the level by jumping into a hidden Warp Barrel. Have Dixie and Kiddy run to the right until they cross the level's first body of water. Stand on the right bank of the pond and have Kiddy leap and toss Dixie up and to the left. If your aim is true, Dixie will land in the Warp Barrel.



If the bombinating buzzing of these biting bugs are busting you up, leap into a Warp Barrel.



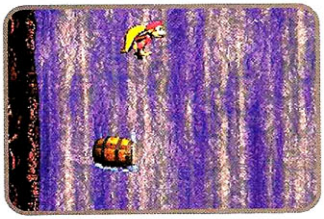
Lead Dixie and Kiddy across the first pond, then stand on the right bank and do a Team Toss.



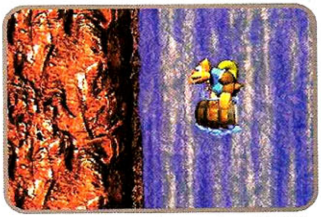
If Kiddy leaps and throws Dixie high above the water, she'll land in a hidden Warp Barrel.

### HOW DO I CLIMB THE BARRELS IN BARREL DROP BOUNCE?

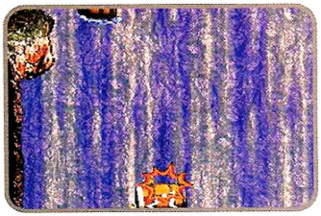
Leaping across the four falling barrels in Barrel Drop Bounce is one of the toughest sequences in the entire game. While you can make the crossing using Kiddy, Dixie's light frame and hovering Helicopter Spin make her an ideal candidate for this challenge. Try landing on the first barrel as it appears on the screen, then jump across the other three as quickly as possible. If you spend as little time as possible on each barrel, you'll have no problem completing the rest of the level.



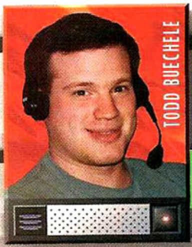
Climbing up these four falling barrels is considered one of the toughest challenges in DKC 3.



It's possible to make the crossing with Kiddy, but Dixie is easier to use on long leaps.



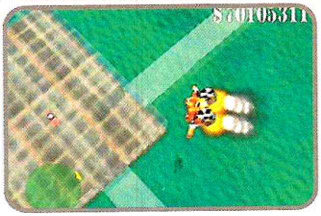
The trick is to spend as little time as possible on each barrel as you leap up the waterfall.



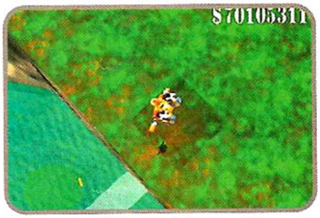
# ▶BLAST CORPS

## HOW DO I REACH THE HAVOC DISTRICT TUNNELS?

You'll need to reach the underwater tunnels in the Havoc District if you want to max out your Radiation Dispersal Unit (RDU) score. Blast off in J-Bomb and land on the cliff above the Blast Corps truck. On the ledge you'll find a dark patch of grass. If you step on the grass, you'll drop down inside the tunnel level. Exit J-Bomb and leap into the Muscle Car to sweep up the remaining RDUs.



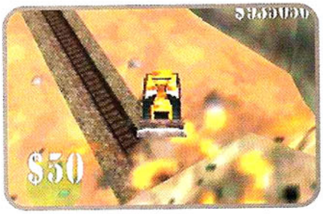
While flying across the lake, many players spot these easy to see but hard to access tunnels.



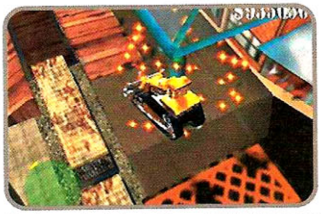
Step on this dark square of grass to fall down into the tunnel. Now you can get the rest of the RDUs.

## ? WHERE IS THE EBONY COAST COMMUNICATIONS TOWER? ?

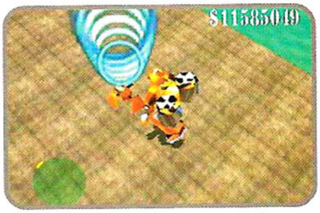
You'll need to find the J-Bomb to locate the Communications Tower. Push the TNT into the block behind the train at the start of the level. Load the Ram Dozer on the flatbed and drive the train to the station. Demolish the train station and push the TNT onto the flatbed. Ride the train to the right and park the flatbed in front of the statue. After the TNT explodes, you'll find the J-Bomb. Fly to the spot where the missile transport started in the level and you'll locate the Communications Tower.



Use the Ram Dozer to push the TNT into the stone block behind the train at the start of the level.



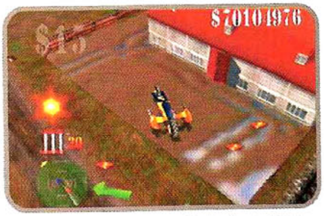
Knock over the train station support poles to find a special explosive with a delayed fuse.



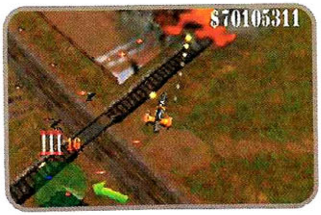
Fly the J-Bomb up to where the Missile Transport entered the level. You'll find the tower there.

## ? WHERE IS THE CYCLONE SUIT IN EMBER HAMLET? ?

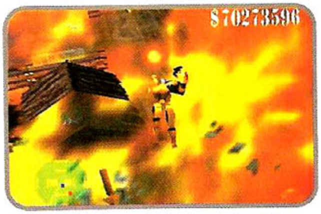
If you use the Ballista and its meager inventory of twenty missiles, you'll get burned at least a dozen times trying to complete Ember Hamlet. The Cyclone Suit is your ticket to easy street. Blast the barn adjacent to the missile boxes to find it. The suit is a massive mech that can flip through the structures blocking the missile carrier's path. If you're fast enough, you can demolish all the buildings before the missile carrier completes its route.



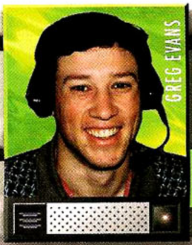
The Ballista barely has enough missiles to finish Ember Hamlet, but this barn hides a better vehicle.



Blast the end of the barn closest to the missile boxes and you'll find the Cyclone Suit.



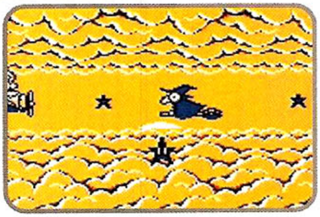
This is a piece of cake! The Cyclone Suit can clear a path for the missile carrier within a few seconds.

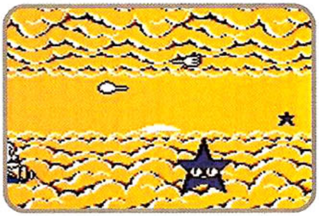


# ▶LOONEY TUNES

## HOW DO I DEFEAT THE WITCH AND THE STAR?

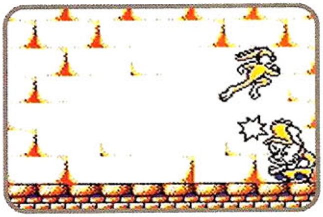
Porky Pig flies into a bewitching confrontation in Stage 3. A wicked witch and her stellar familiar are flying around the screen. Remain on the left side of the screen and shoot the witch with 50 stars as rapidly as possible. After she is defeated, her pet star will swell to galactic proportions and throw a spoon and fork at you. Shoot the spoon and fork before you aim at the star. The star will go nova when you blast it 100 times.

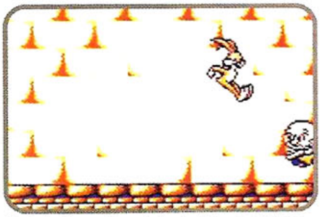

Stay on the left side of the screen and shoot your stars at the witch as fast as possible.

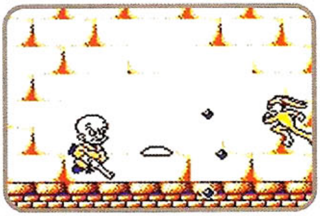

The star will attack after you defeat the witch. Dodge the spoon and fork before returning fire.

## ? HOW DO I DEFEAT ELMER FUDD? ?

Elmer Fudd is waiting for Bugs Bunny at the end of Hare Beware, the game's final stage. Elmer is proud of his hat, and you'll distract him if you ruin it. The quickest way to do this is to jump on the hat eight times. You can throw your disk at Elmer, but it will take sixteen hits. Elmer will have a tantrum when his hat is smashed. Leap over his bullets and jump on his head. At this point you'll be eight stomps away from winning the game. You can also use your disk attack, but this method will take twice as many hits. If you're not counting blows, you can speed up the battle by combining your disk and stomp attacks.


The quickest way to distract Elmer is to stomp on his hat eight times. You can also throw your disk.


You're halfway through the battle when Elmer loses his hat. Now you need to jump on his head.


If you want to speed up this final battle, try mixing your head stomps with your disk attacks.

## ▶▶ Q&A FAST FACTS ▶▶

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

### TUROK: DINOSAUR HUNTER

**Q:** What are those yellow flashes I keep seeing in the Ruins?
**A:** Those are secret passages. Try searching around the area when you see a flash.

**Q:** Are there different endings in the game?
**A:** No.

**Q:** What do the monkeys do?
**A:** They're there for realism. It's a jungle!

### DOOM 64

**Q:** Is there a difference between saving on a Controller Pak and saving using a password?
**A:** No. The result is the same.

**Q:** This room is too dark! I can't see!
**A:** Adjust the Brightness using the Options Menu.

**Q:** Can I save my cheat options?
**A:** No.

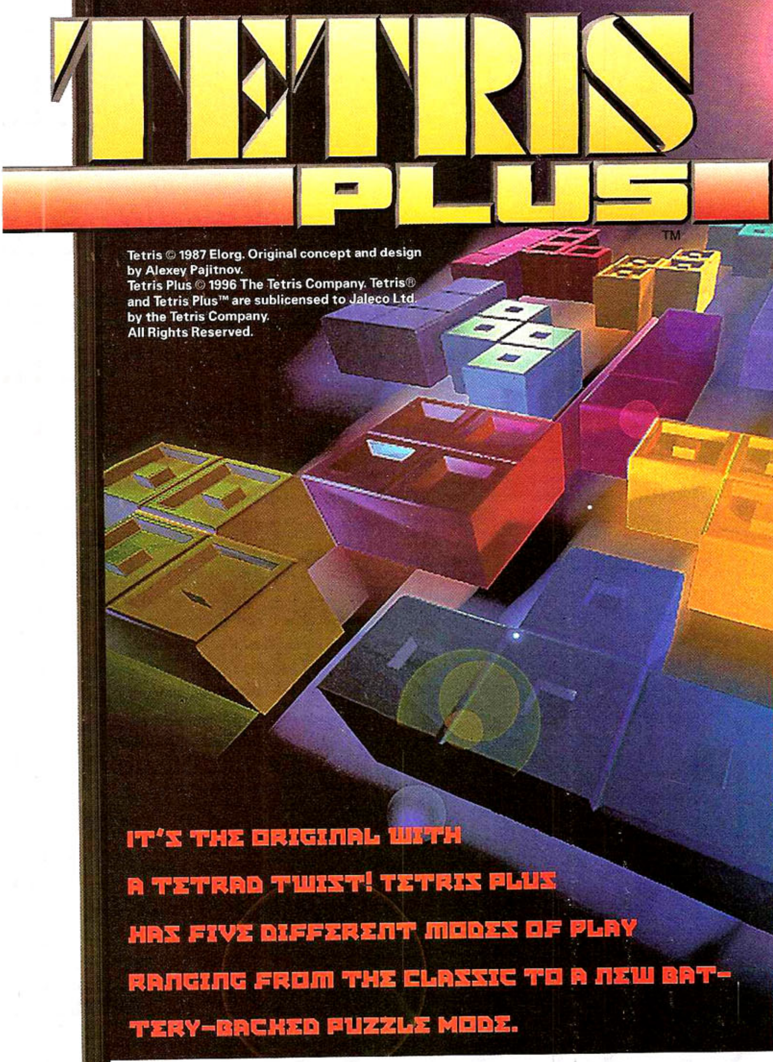
### TECMO'S SECRET OF THE STARS

**Q:** Can I trade gold between my parties?
**A:** No. You can trade only items.

**Q:** Where do I go to trade items?
**A:** Visit the Storage House in Old Hill.

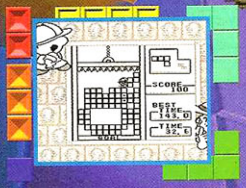
**Q:** Where can I find a Blacksmith?
**A:** You'll find one in Codo.

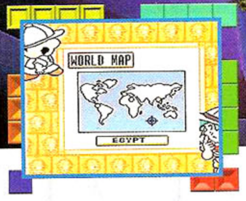
# TETRIS PLUS™



Tetris © 1987 Elorg. Original concept and design by Alexey Pajitnov.
Tetris Plus © 1996 The Tetris Company. Tetris® and Tetris Plus™ are sublicensed to Jaleco Ltd. by the Tetris Company.
All Rights Reserved.

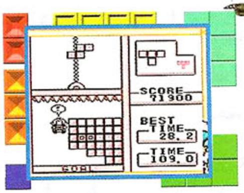
IT'S THE ORIGINAL WITH A TETRAD TWIST! TETRIS PLUS HAS FIVE DIFFERENT MODES OF PLAY RANGING FROM THE CLASSIC TO A NEW BATTERY-BACKED PUZZLE MODE.



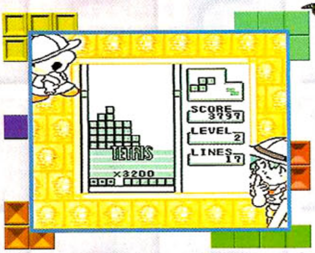


## THE HISTORY OF TETRIS

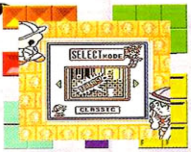
When the first Tetris game debuted on Game Boy eight years ago, the world became "Tetrisized," and the game went on to become the most popular puzzler of all time. If you count the recently announced Tetrisphere for N64, there have been a dozen Tetris-style puzzle games on four different Nintendo systems. Only a certain mustached man from the Mushroom Kingdom has surpassed this record. Tetris Plus combines the original classic with a new, 100-level puzzle adventure.



## CLASSIC TETRIS

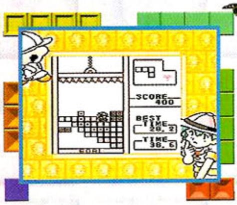

SCORE 3797
LEVEL 2
LINES 17
TETRIS
×3200

Classic Tetris is the best-selling version that has been available on the NES, Game Boy and Super NES. The object is to place random tetrad shapes to form lines. Each complete line will disappear and reduce your rising pile. The game ends when your stack touches the top of the screen.

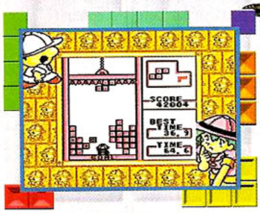

SELECT MODE
CLASSIC

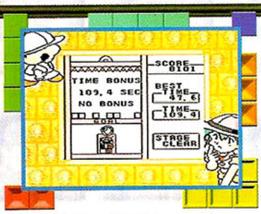
## PUZZLE MODE

SELECT MODE
PUZZLE


SCORE 400
BEST TIME 28.2
TIME 38.5
GOAL

Puzzle mode uses the same tetrads as Classic Tetris, but the strategies you use in this game are different from other Tetris games you've played. The object is to clear a two-block wide hole in the floor so the Professor can escape from the chamber before the chamber's spiked ceiling drops down and crushes him. You'll find additional Puzzle Mode strategies on the next page.


SCORE 42004
BEST TIME 34.3
TIME 64.6
GOAL

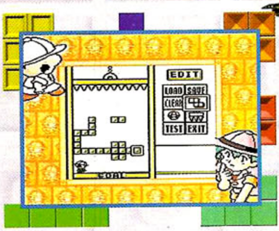

SCORE 8101
TIME BONUS
109.4 SEC
NO BONUS
GOAL
BEST TIME 47.6
TIME 109.4
STAGE CLEAR

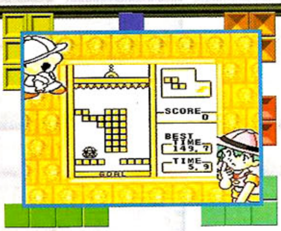
Use the random tetrads to clear a two-block wide escape route for the professor through the bottom of the floor. The game has 100 stages, and a battery-backed memory records your progress and best times.

## EDIT MODE

SELECT MODE
EDIT

Be a game developer and design your own Puzzle mode stages. Edit mode lets you create ten individual stages to suit your own game skills. When you're done designing and testing your puzzles, the game will let you save the levels so you can try them out on your friends. See if you can create an unbeatable level—then beat it!

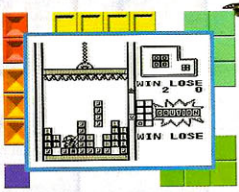

EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
GOAL


SCORE 0
BEST TIME 149.7
TIME 5.9
GOAL

## VS. MODE

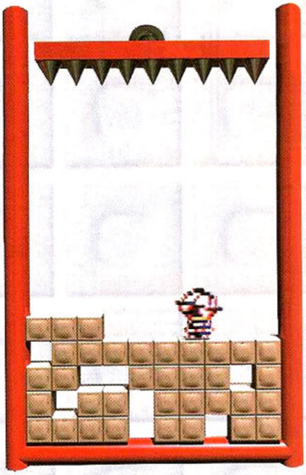
SELECT MODE
VS

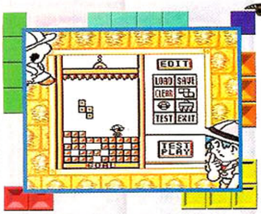
There are two winning strategies in two-player, Game Link Vs. Mode: You can create an exit for your professor first, or you can clear as many lines as possible and lower the ceiling on your opponent. Players begin each game with the same puzzle and tetrads.


WIN LOSE
2 0
CAUTION
WIN LOSE

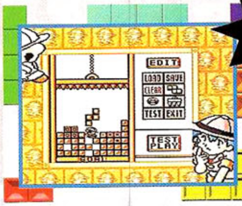
## NO HOLES

The first rule to solving a puzzle stage is not to leave any holes between the tetrads you add to your stack. Each time you leave a hole, you're making the puzzle harder to solve. All the lines you add to the stage should be seamless.

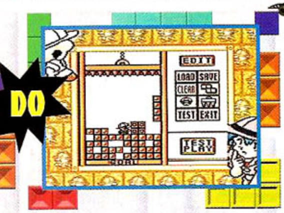



EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY
GOAL

"S" or "Z" shaped tetrads are the toughest blocks to place in the game. Try to place them so you can fill in around their notches with other blocks.


EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY
GOAL

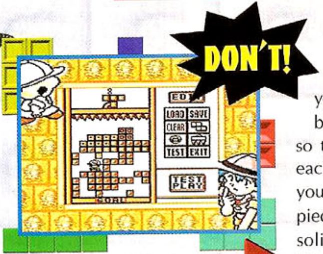
It's okay to drop blocks on the Professor—he'll move out of the way. Just make sure he doesn't climb into the ceiling.


DO
EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY

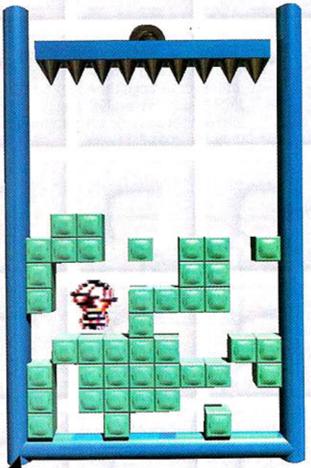
Gamers generally consider the four-block long "Stick" tetrads to be the easiest to place. Try to use them on solid block formations next to the walls.

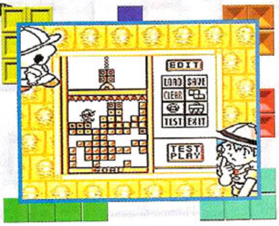
## STACKING TACTICS

Attack each puzzle line by line, starting at the top and working your way down to the bottom. Stack the tetrads so they fill in the holes on each row one at a time. If you have to set an unwanted piece aside, place it on a solid column of blocks. Later in the stage, after you've eliminated most of the holes in the puzzle, you can pick and choose your tetrads by adopting the junk pile strategy.

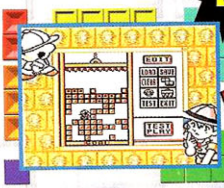

DON'T!
EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY
GOAL

The spiked ceiling can eat away unwanted tetrads on a junk pile stack, but you'll eventually have to wear down your tallest stacks if you leave holes beneath them. Keep your lines block-solid and flat.

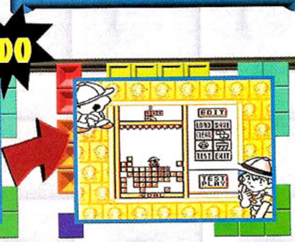



EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY
GOAL

Attack the top lines of the puzzles and keep a solid foundation under your stacks. The junk piles in this stack will have to be reduced so the holes can be filled in on the bottom.

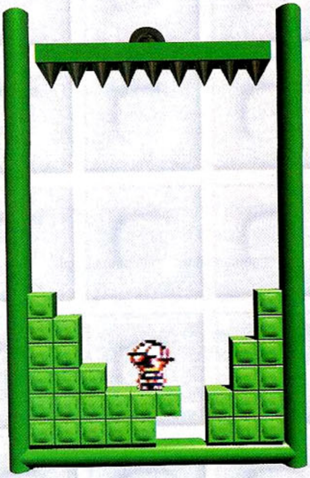

EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY

If you tackle each puzzle line by line, your strategy is focused and the task doesn't seem overwhelming.

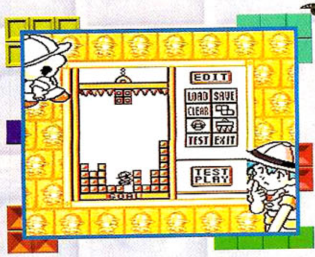

DO
EDIT
LOAD SAVE
CLEAR
TEST EXIT
TEST PLAY

With the top lines cleared, there are lots of options for using any tetrad to clear the blocks on the left wall.

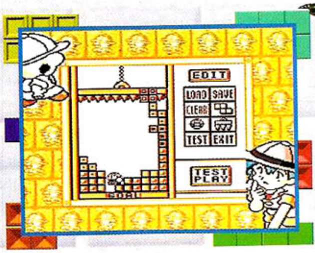
# INTO THE JUNK PILE



In Classic Tetris, you had to fit every tetrad into your rising pile. In Puzzle Mode, you can grind useless pieces into the ceiling by creating a junk pile. The junk pile strategy works only if you create a solid, seamless stack of blocks. If you leave holes beneath the pile, you'll have to wear down the stack before you can clear additional lines and free the professor. Resort to using junk piles after you've filled in most of your holes.

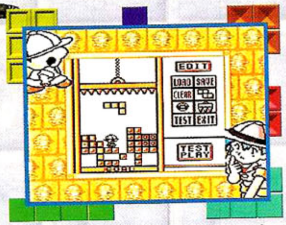

EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
TEST PLAY
GOAL

If you drop this square tetrad where the Professor is standing, you'll be forced to wait around for a "stick" tetrad to clear the line at the bottom of the screen. You need a junk pile.

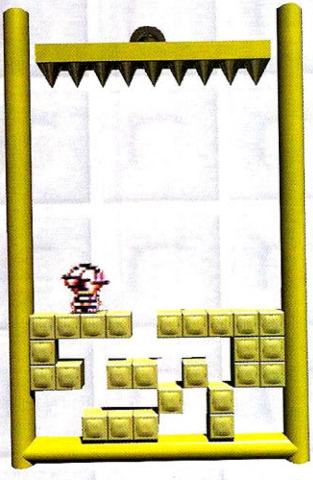

EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
TEST PLAY
GOAL

By creating a solid stack of blocks along the right wall, you can develop a junk pile strategy. Grind any unwanted tetrads into the spiked ceiling without worrying about placing them.

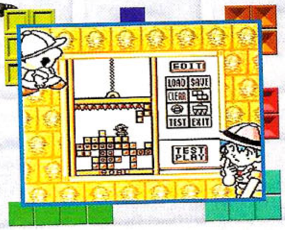
# CHOOSE AN EXIT

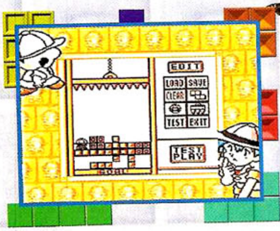

EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
TEST PLAY
GOAL

While there are 100 puzzles in the game, there is one vital strategy you can use to solve all of them: Before you start a stage, select a two-block wide hole and designate it as your intended exit. Focusing on a goal helps you formulate a plan to solve the puzzle. Depending on the random tetrads you receive, you might need to change your plans and choose another exit midway through the round, but it's important to keep a plan in mind as you stack blocks. Remember that you're not trying to clear every line in the stage—you're only aiming for a two-block wide hole, just wide enough for the Professor to squeeze through and drop to the treasure in the chamber basement.



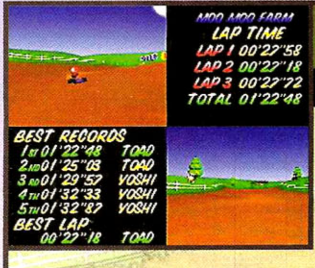
You can choose the right or left bottom corners as your exit in this stage. It's important to pick an exit at the start of a level and focus on clearing a path to it.


EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
TEST PLAY
GOAL


EDIT
LOAD
SAVE
CLEAR
TEST
EXIT
TEST PLAY
GOAL

Even if you picked the exit in the right corner, the Professor has a mind of his own and he made his way over to the left corner. Adjust your strategy to fit your circumstances. With the lower line filled in, this Professor is ready to exit.

# NP'S ARENA



MOO MOO FARM
LAP TIME
LAP 1 00'22"58
LAP 2 00'22"18
LAP 3 00'22"72
TOTAL 01'22"48

BEST RECORDS
1st 01'22"48 TOAD
2nd 01'25"03 TOAD
3rd 01'29"57 YOSHI
4th 01'32"33 YOSHI
5th 01'32"87 YOSHI
BEST LAP
00'22"18 TOAD

## CHALLENGE #1

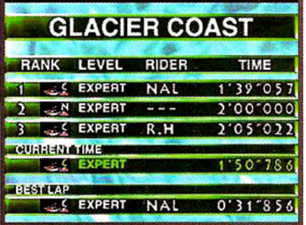
### SUPER MARIO KART 64

What's your best time for the Moo Moo Farm course? Nintendo's Mario Kart 64 Player's Guide cites 1:22.19 as an advanced time to shoot for in Time Trial mode, but if you stay off the big bumps, avoid tripping over the pesky moles and pull a few extra power slides out of your racing helmet, you might find a way to surpass this record. The 25 times leading the herd will head to greener pastures with four Super Power Stamps.

## CHALLENGE #2

### WAVE RACE 64

Catch a wave, polar bears! This month the Arena's Wave Race Circuit splashes down in Glacier Coast. This could be one of the slickest—if not the quickest—Wave Race challenges ever to hit the pages of Arena. Just like last month's challenge, you can reset the water to Calm on the Options menu, but make sure you take a picture of the ranking screen showing your Current Time. The 25 fastest times will chill out with four Super Power Stamps.



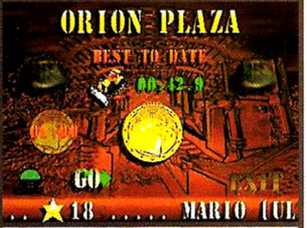
GLACIER COAST

| RANK | LEVEL | RIDER | TIME |
|---|---|---|---|
| 1 | EXPERT | NAL | 1'39"057 |
| 2 | EXPERT | --- | 2'00"000 |
| 3 | EXPERT | R.H | 2'05"022 |
| CURRENT TIME | | | |
| | EXPERT | | 1'50"786 |
| BEST LAP | | | |
| | EXPERT | NAL | 0'31"856 |

## CHALLENGE #3

### BLAST CORPS

Rack 'em up and knock 'em down! How fast can you complete Orion Plaza's timed course? This extremely cool level is shaped like a billiard table and it's up to you to bulldoze the TNT boxes into the six cue sticks stuffed in each pocket. Take a picture of your best time on the red Blast Corps high score screen so we see your results. The 25 fastest pool sharks will score four Super Power Stamps, good for cash off awesome gear in the Nintendo Super Power Supplies Catalog.



## THE SECRETS OF TIME TRAVEL AND KOOPA THE QUICK TWISTING BY THE POOL

Here's the latest installment of twisted challenges sent in by readers. If you have one good enough for the pages of Power, mail it in—you might score four Super Power Stamps. This is the latest of the twisted greatest:

*What's your slowest time on the Princess's Slide in Super Mario 64?*

**—Evan Stathopulos, Littleton, CO**

*Can you get all the Challenge Points in Shadows of the Empire on Jedi Mode while using the Movie Camera perspective?*

**—Jaron Lochner, Olympia, WA**

*Can you complete the first two levels of Turok: Dinosaur Hunter with your arrows and knife?*

**—Robert Gould, Bronx, NY**

*Can you finish in first place in Mario Kart 64 after giving everyone a one-lap head start?*

**—Ramon Guzman, Highland Park, NJ**

*Can you ride a shiny shell to the Bob-Omb Battlefield mountain summit in Super Mario 64?*

**—Amanda Quillen, Imperial, PA & Sam Stanley, Clayton, GA**

*How far can you get in Shadows of the Empire on Jedi Mode without taking a hit?*

**—Geniale Peter Lanzo, Toronto, ON**

Answers to Volume 97's Sports Game Match Quiz: Wayne Gretzky's 3-D Hockey, Frank Thomas Big Hurt Baseball, Charles Barkley Shut up and Jam, Bill Laimbeer's Combat Basketball, George Foreman's K.O. Boxing, Bret Hull Hockey '95, Mark Davis The Fishing Master, Ken Griffey Jr.'s Winning Run, Jimmy Conners Pro Tennis Tour, Roger Clemens MVP Baseball.

# ARENA

# AVGVST NP MCMXCVII

## SUPER MARIO 64

Collected 128 Coins in Tick Tock Clock!

(Volume 95)

| | |
|---|---|
| Vincent Barton | Los Fresnos, TX |
| Scott Bauer | Stoughton, WI |
| Stefan Boerboom | Platteville, WI |
| Frédéric Boulé | Chicoutimi, PQ |
| Jonathan Bryant | Burlington, NC |
| Andrew Burton | Seattle, WA |
| Marc Castro | La Puente, CA |
| Chien-Yong Chen | Flushing, NY |
| Brian Corado | Drexel Hill, PA |
| Daniel Da Silveira | Atwater, CA |
| Randy Davis | Elizabethton, TN |
| Wes Day | Bryan, OH |
| Tim Eaton | Houston, TX |
| Keith Engel | Winnipeg, MB |
| Ryan Fitzpatrick | Three Rivers, CA |
| Colton Goodrich | Altamont, UT |
| Chuck Grant | Pickens, SC |
| Andrew Hannon-Rizza | Billerica, MA |
| Ty Henrie | Neola, UT |
| Kyle Houff | Luray, VA |
| Robert Jennings | Beaufort, SC |
| Michael Johnson | Weatherford, TX |
| Luke Kessler | Lakeshore, CA |
| Garrison Kane | Kettering, OH |
| William Koehn | Tucson, AZ |
| Danny Kroll | Racine, WI |
| David Lacoste | Chateauguay, PQ |
| Zach Lark | Northwood, OH |
| Hongman Leung | Phoenix, AZ |
| Albert Lin | Vicksburg, MS |
| Eric Lopez | Dallas, TX |
| Chris Malmquist | Richmond, VA |
| Nick Matyas | Santa Rosa, CA |
| Christopher Melanson | Petit Etang, NS |
| Andy Mrkva | Sylvania, OH |
| Samuel Penon | El Paso, TX |
| Lorie Reece | Lincolnton, NC |
| Somer Rios | Tustin, CA |
| Jason Rockwell | Wyoming, MI |
| Joe Romano | Warwick, RI |
| Derek Saclolo | Palmdale, CA |
| Matt Sagerstrand | Holbrook, NY |
| Japhet Santaro | San Francisco, CA |
| Braeden Shosa | Mt. Vernon, WA |
| Christopher Slay | Waukegan, IL |
| Jim Stephen | Santa Barbara, CA |
| Tim Treffert | Hudson, WI |
| Scott Tresler | Erie, PA |
| Stephen Truman | Grand Rapids, MI |
| Jeremy Tyler | Milbridge, ME |
| Mike Vollmer | Great Bend, NY |
| Douglas Volpe | Staten Island, NY |
| Mike Westfall | Clementon, NJ |
| Matt Wiles | Brights Grove, ON |
| Ricky Williams | Georgetown, KY |
| Allen Wiseman II | Everett, WA |
| Jackson Wood | Cherry Valley, CA |
| Briana Wright | Elkton, MD |
| Tommy Yoder | Ridgely, WV |

## WAVE RACE 64

Top Scores for Dolphin Park

(Volume 93)

| | | |
|---|---|---|
| Christian Chávez | San Ysidro, CA | 41,136 |
| David Wonn | Gahanna, OH | 40,310 |
| Vic Alexander | Spokane, WA | 40,070 |
| Charles Brown | Front Royal, VA | 39,530 |
| Japhet Santaro | San Francisco, CA | 39,440 |
| David Jefferson | Mansfield, OH | 39,050 |
| George Chiu | Vestal, NY | 38,780 |
| Mark Harpole | Manchester, MO | 38,575 |
| Brandon Prall | Olympia, WA | 38,540 |
| C.J. Collins | Red Bud, IL | 38,465 |
| Michael Homuth | Algonquin, IL | 38,420 |
| Scott Tresler | Erie, PA | 38,390 |
| Ricky Williams | Georgetown, KY | 38,390 |
| David Kemp | Omaha, NE | 38,210 |
| Josh Puskar | Spring, TX | 38,210 |
| Michael Clark | Pelzer, SC | 38,060 |
| David Leschak | Jermyn, PA | 38,040 |
| Joe Schuring | Elgin, IL | 38,005 |
| Pascal Lemieux | St-Antoine, PQ | 38,000 |
| Israel Knight | Dove Creek, CO | 37,970 |
| Daniel Hormaza | Hatillo, PR | 37,880 |
| Craig Doughman | Delaware, OH | 37,550 |
| Jonathan Bryant | Burlington, NC | 37,470 |
| Cody Jarrett | Scottville, MI | 37,465 |

## PILOTWINGS 64

Finished Cresent Island's Tunnel Course in under a Minute! (Volume 93)

| | | |
|---|---|---|
| Chris Andrese | Sussex, N.J. | 0:48.33 |
| Ty Henrie | Neola, UT | 0:49.18 |
| Darrea Johnson | San Rafael, CA | 0:49.97 |
| Paul Carlson | New Hope, MN | 0:51.91 |
| Jamie Cosenza | Peoria, IL | 0:52.44 |
| Casey Foster | Bothell, WA | 0:52.60 |
| Larry Palacio | Colton, CA | 0:56.56 |
| Chris Webb | Pensacola, FL | 0:57.12 |
| Jordan DiCarlo | Lake Peekskill, NY | 0:57.39 |
| Brad Bournival | Manchester, NH | 0:57.56 |
| Craig Doughman | Delaware, OH | 0:56.09 |
| Aaron Bell | Manton, MI | 0:59.27 |

## SUPER MARIO 64

Collected 151 Stars in Big Boo's Haunt!

(Volume 92)

| | |
|---|---|
| Carson Augustine | Caldwell, ID |
| Daniel Almeida | Newark, NJ |
| Harry Brammer | Brookfield, WI |
| Nicolas Brazeau | Courcelette, QC |
| Michael Burke | Bayside, NY |
| Matt Burns | London, ON |
| Mile Bicanie | Maspeth, Ny |
| Jeffery Calder | Phoenix, AZ |
| Mike Campbell | Modesto, CA |
| B.J. Chronis | Waukesha, WI |
| Paul Curran | Midlothian, IL |
| Patrick Dekelly | North Chelmsford, MA |
| Eric Field | La Crosse, WI |
| Henry Franklin | Portland, OR |
| Matt Harris | Moundsville, WV |

| | |
|---|---|
| Bryce Hatakeyama | Visalia, CA |
| Scott Hayden | Wilmington,OH |
| Brian Johnson | Lake Worth, FL |
| Antonio Jovier | Fort Worth, TX |
| Garrison Kane | Kettering, OH |
| Eric Kennedy | Destrehan, LA |
| Dan Koosed | Norwalk, CT |
| Aaron Larock | Manchester, MI |
| Hong Le | Silver Spring, MD |
| Jon Lewis | Carlton, MI |
| Sha Lin | Chula Vista, CA |
| Rory Mahood | Calgary, AB |
| Mike Mahr | Batavia, IL |
| Brandon Michel | Houma, LA |
| Matt Novotny | Eden Prairie, MN |
| Nico Paraiso | Kent, WA |
| Ann Purcell | Belleville, NJ |
| Bryan Razzano | Shrewsbury, MA |
| Matt Richcreek | Lawrence, MI |
| Jimmy Riddle | Washington, NC |
| Timmy Robinette | Kegley, WV |
| Japhet Santaro | San Franciso, CA |
| Stephanie Marshall | Skanee, MI |
| John Slump | Sioux City, IA |
| Matthew Spoor | North Attleboro, MA |
| Kelley White | Atlanta, MI |
| Robbie White | Strathmore, AB |
| Bradley Wilson | Van Buren, AR |

## SUPER MARIO 64

Best Time for racing Koopa the Quick!

(Volume 93)

| | | |
|---|---|---|
| Blake Bloomquist | Medford, OR | 0:18.1 |
| Billy Horst | Fountain, CO | 0:18.1 |
| Tom Kinneary | Morganville, NJ | 0:18.1 |
| Jonathan Leung | Edmonton, AB | 0:18.1 |
| Andre Newman | White Plains, NY | 0.18.1 |
| Adam Stewart | Chetwynd, BC | 0.18.1 |
| Phil Richards | Ajax, ON | 0:18.2 |
| Vincent Chan | North York, ON | 0:18.3 |
| Jeff Dolan | Wakefield, MA | 0:18.3 |
| Mark Eddie | Arnprior, ON | 0:18.3 |
| Chase Johnston | Kisbey, SK | 0:18.3 |
| Nate King | Gypsum, CO | 0:18.3 |
| Brett Montroy | Duluth, GA | 0:18.3 |
| Brandon Skewes | Minneapolis, MN | 0:18.3 |
| Joel Weik | Wolcott, CT | 0:18.3 |
| David Yoon | Shawnee Mission, KS | 0:18.3 |
| Jonathan Bucca | Beltsville, MD | 0:18.4 |
| David Legendre | Granby, PQ | 0:18.4 |
| D. McDermott | Downingtown, PA | 0:18.4 |
| Christian Potvin | Beauport, PQ | 0:18.4 |
| Kevin Stone | Farmington, NY | 0:18.4 |
| Daniel Field | Diamond, OH | 0:18.5 |
| Shane Garza | Grand Haven, MI | 0:18.5 |
| Aaron Greene | Marysville, WA | 0:18.5 |
| Mark Sumner | Raleigh, NC | 0:18.5 |
| Raul Barba | Anaheim, CA | 0:18.6 |
| Ryan Breyette | Debary, FL | 0:18.6 |
| Evan Dub | Fort Fairfield, ME | 0:18.6 |
| Jordan Kislear | Washington, PA | 0:18.6 |
| Justin Fuller | Vanderhoof, BC | 0:18.7 |

---

Write your name, address and Member Number on the back of your photo. The Arena challenges featured in this issue must be received no later than September 10, 1997. The top qualifiers will receive Super Power Stamps. Include your N64 or Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

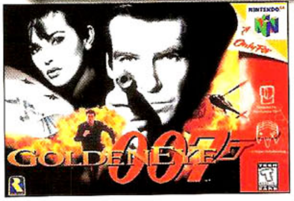
Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

# ENTER THE ARENA

Your Power Guide To The Latest Releases
August 1997
Nintendo
NOW PLAYING
N64
Game Boy
Super NES

## GOLDENEYE

**NINTENDO/96 Megabits**



Category
Action

Graphics & Sound 4.9

Play Control 4.3

Challenge 4.8

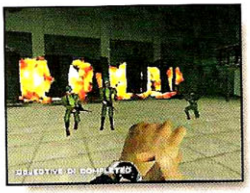
Theme & Fun 4.4

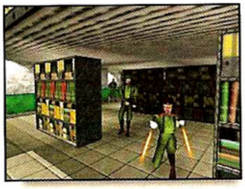
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 20 stages
- 4 Game Save slots

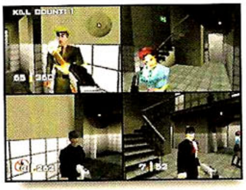
Rating
Teen

### The classiest Bond vehicle in decades.

If you've ever wondered what it would be like to be James Bond, you're finally going to get your chance. Nintendo's long-awaited GoldenEye for the N64 debuts this month and should shoot straight to the top of the charts. In GoldenEye's remarkably smooth, first-person perspective, you enter elaborate stages filled with characters and locations seemingly plucked straight off the silver screen. Graphically, GoldenEye takes first-person games to a new level of realism. The use of the Rumble Pak adds even more to the immersive quality of the game, because you feel the recoil of your weapon as well as the impact of shots that hit you. As for the game play, you must satisfy a number of mission requirements such as taking vital photos, blowing up communications equipment and meeting people like the heroine, Natalya. The number of mission goals depends on the skill level you choose. In the top two levels–Secret Agent and 00 Agent–there's more to accomplish and the enemies are smarter and deadlier. For all of the excitement of the missions, GoldenEye has an even hotter mode of play in store for you. As a multi-player, hide-and-shoot game, GoldenEye rules. Many of the mission areas can become multi-player battlefields, and there are special areas that appear only in the multi-player mode. This month's Nintendo Power explores the mission mode. Next month, we'll give you the tactics you need to clean up in the multi-player mode.







+ Stunning, realistic graphics. Great game design for one or multiple players. Good use of the Rumble Pak. Excellent sound. Lots of hidden codes. One of the best games we've ever played.

− The quality of the animation is so good that the death throes of victims may make players squeamish.

**Pros' Picks** SP HS DO TM PS LS

## ROBOTRON 64

Midway/96 Megabits

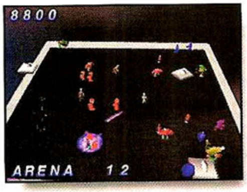
ROBOTRON 64
NINTENDO 64
MIDWAY

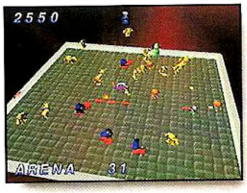
| | |
|---|---|
| Category | Arcade |
| Graphics & Sound | 2.2 |
| Play Control | 2.6 |
| Challenge | 2.1 |
| Theme & Fun | 2.2 |

- 1 or 2 players alternating
- Controller Pak compatible
- 200 Stages
- Two Controller option

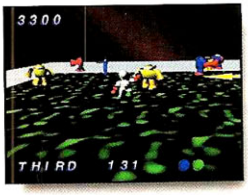
Rating K-A

### An arcade classic comes to the N64.





The original arcade Robotron was released back in 1984 and became an immediate hit because of its unique controls and frantic action. Those qualities are preserved in Midway's N64 version of Robotron and, as you might expect, the graphics have been upgraded considerably. The simple sprites of the original game have been replaced by 3-D robots and hostages. The action, however, is just as fast and wild as before. In each of the 200 stages, you appear in the center of a large, square space crawling with human-hating robots and hostages. Your job is to wipe out the robots and save the hostages. It sounds simple, but the reality is that the robots track you, closing in from their original positions. You must keep on the move and react instantly to threats. What makes the controls of Robotron so interesting is that you use the Control Stick and C Buttons for moving your character and your gun separately. The result is that you can run in one direction while firing in another.



+ Fast action. 200 levels. Nostalgic.

− Unimpressive graphics. Limited strategies.

Pros' Picks

## MULTI RACING CHAMPIONSHIP

Ocean of America/96 Megabits

MRC
Only For
NINTENDO 64

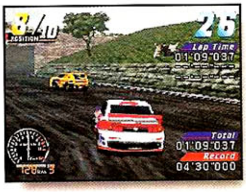
| | |
|---|---|
| Category | Racing |
| Graphics & Sound | 3.0 |
| Play Control | 3.8 |
| Challenge | 3.4 |
| Theme & Fun | 3.3 |

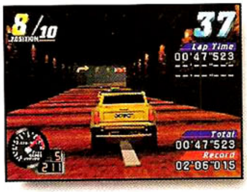
- 1 or 2 players simultaneously
- Rumble Pak compatible
- 10 Vehicles
- 3 Courses

Rating K-A

### On or off-road, MRC takes the checkered flag.

Ocean's Multi Racing Championship may come from Imagineer in Japan, but the rally racing format is universal. Drivers select from one of ten vehicles including cars, dune buggies and even a four-by-four sport utility truck. The variety helps you negotiate the many types of terrain you have to cover on the three courses, located at the seaside, in the mountains and in a town. On each track, you'll find short cuts (and long cuts) that branch off from the main road. Part of the strategy comes from knowing where you can pick up speed and knowing what car handles best given varying road conditions. Those road conditions range from pavement and gravel to ice and puddles. At one point, you can even drive through a waterfall. Modes of play include: Championship, Time Trial, Vs., and Match Race. In the Match Race, you go one-on-one against a smart computer driver. Best of all, MRC's play control gives you a sense of tight, road-hugging control and high speed, exactly the combination you want in an arcade-style racing game. MRC is the first driving game to make use of the Rumble Pak, as well. And if that isn't enough, you can customize courses by closing off or opening up different routes. Don't miss this month's Nintendo Power test drive and our custom course designs that you can challenge.





+ Good graphics. Lots of road conditions. Rumble Pak compatible. Intuitive play control.

− Only three tracks and none of them is all that long. Sound is a bit tinny.

Pros' Picks SP TM PS

N64

## TETRISPHERE

Nintendo/64 Megabits

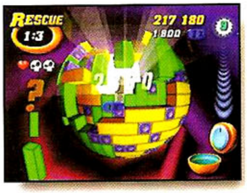
TETRISPHERE
NINTENDO64
Only For

| | |
|---|---|
| Category | Puzzle |
| Graphics & Sound | 3.8 |
| Play Control | 3.2 |
| Challenge | 4.1 |
| Theme & Fun | 3.9 |

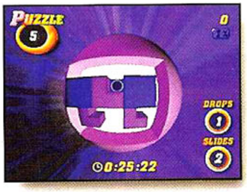
- 1 to 2 players simultaneously
- 6 Stages
- 6 Modes of Play

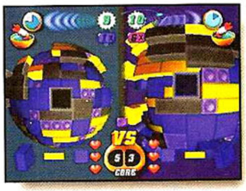
Rating K-A

### A new dimension in puzzle games.



The Nintendo 64 has opened up new realms of video gaming in the action, adventure and sports categories. Now, with Tetrisphere from Nintendo (developed by H2O) it's time to reveal a new level of puzzle play. Tetrisphere takes the basic concepts of Tetris-type games and molds them into a true, 3-D puzzle experience. In a nutshell, the idea is to strip away the layers of blocks that compose the sphere. You do that by dropping Tetris blocks on similarly shaped blocks on the surface of the sphere. When you get to the core of the sphere, you win. The six modes of play offer up a smorgasbord of variations including Rescue, VS. and Hide-And-Seek. Although the learning curve can be a bit steep for Tetrisphere newbies, once you get the hang of rotating the sphere and recognizing shapes, you'll never want to stop. Suddenly, eating and sleeping don't seem quite so important and you can forget about school or work. You can begin your descent into Tetrisphere dementia by turning to Power's review in this issue.





+ Good graphics and sound. Very involving game play. Lots of modes.

− Difficult to figure out if you don't go through the training mode.

Pros' Picks SP TM LS

Super NES

## BRUNSWICK TOURNAMENT OF CHAMPIONS

THQ/16 Megabits

Only For Nintendo
BRUNSWICK WORLD TOURNAMENT OF CHAMPIONS
THQ
SUPER NINTENDO ENTERTAINMENT SYSTEM

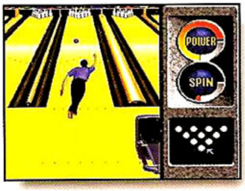
| | |
|---|---|
| Category | Bowling |
| Graphics & Sound | 3.0 |
| Play Control | 3.0 |
| Challenge | 2.8 |
| Theme & Fun | 3.2 |

- 1 to 4 Players alternating
- Tournaments
- Passwords

Rating K-A

### Super Bowling on the Super NES.

How do you improve your game if you don't take up permanent residence at a bowling alley? You could try your hand at Brunswick Tournament of Champions from THQ, the second ever bowling game for the Super NES. Along with the Brunswick license comes the right to use the names of real pro bowling tournaments and bowlers. The heart of the game, however, is the bowling engine. You can line up your approach and control the power and spin of your throw. Other options include choosing the weight of the bowling ball and the surface conditions of the alley. As for modes of play, you can practice, play tournaments against computer operated pros or play against your friends. This month, you're invited to bowl with the champions and learn their secrets for spares, strikes and turkeys.



+ Good range of ball control. Pro bowlers to compete against. Multi-player alternating play.

− Irritating music and low sound effects volume.

Pros' Picks SP TM LS

Game Boy

## KEN GRIFFEY JR. PRESENTS MLB

Nintendo/4 Megabits

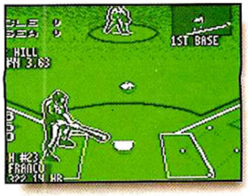
GAME BOY
MAJOR LEAGUE BASEBALL
GAME BOY EDITION

| | |
|---|---|
| Category | Baseball |
| Graphics & Sound | 3.3 |
| Play Control | 2.7 |
| Challenge | 3.7 |
| Theme & Fun | 3.8 |

- 1 to 2 players alternating
- Full stat tracking
- Battery-backed memory
- 28 plus 2 expansion teams

Rating K-A

## Game Boy goes to the Majors.



The first Ken Griffey Jr. baseball game for the Super NES still stands out as one of the best video baseball games ever, even though it didn't include the names of real Major League players or their stats. All of that has been corrected with the new version of Ken Griffey Jr. Presents MLB for Game Boy. Along with the real names and numbers, Nintendo added a full stat tracking feature that lets you follow the stats of players throughout an entire season. Don't miss the first pitch in this month's Griffey review.

+ Good Game Boy graphics. MLB and MLBPA licenses. Full stat tracking. Battery backed-up memory. Trading.

− Small outfield radar can be difficult to use. No name editor as in original Super NES game.

**Pros' Picks** SP HS DO TM

## TETRIS PLUS

Game Boy

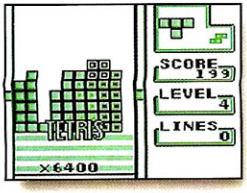
Nintendo/2 Megabits

| | |
|---|---|
| Category | Puzzle |
| Graphics & Sound | 3.0 |
| Play Control | 4.3 |
| Challenge | 3.5 |
| Theme & Fun | 2.8 |

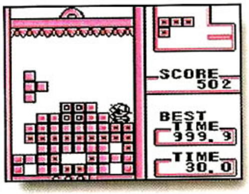
- 1 to 2 players simultaneously
- Battery-backed memory
- Game Link
- 5 Game Play Options

Rating K-A

## Tetris and more than Tetris.



The latest variation on the best puzzle game of all time adds just enough tweaks and improvements to make it a great addition to the libraries of Game Boy puzzle fans. In addition to the original Tetris, Tetris Plus includes four new modes of play. The new Puzzle Mode features The Professor–a little character who prefers to stand on the highest block on the screen while a spiked ceiling (or cutter) lowers from above. The idea is to clear the screen of Tetrads before the ceiling reaches the Professor's eggish head. If you think that sounds intense, (if not a bit gruesome) then wait until you play the two-player VS. Mode in which you are trying to spike the other player's Professor. You can provide a challenge for your friends in another way, as well. In the Edit Mode, you can conceive and build cunning puzzles for your friends and save up to ten of them. Combining the best of the old and the new, Tetris Plus is a definite must. For even more reasons to play, and some egg-headed tips on solving the puzzle stages, drop in on this month's Nintendo Power review.



+ Very involving. Edit Mode allows you to create puzzles. Fun VS. Mode.

− Music not as good as in the original.

**Pros' Picks** SP DO TM LS

### Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- **SP** **Scott**–Sports, Simulations, Adventures
- **HS** **Henry**–Fighting, Action, Sports
- **DO** **Dan**–Action, Adventure, Puzzles
- **TM** **Terry**–RPGs, Simulations, Puzzles
- **PS** **Paul**–Fighting, Sports, Simulations
- **LS** **Leslie**–RPGs, Simulations, Adventures

- Graphics & Sound
- Play Control
- Challenge
- Theme & Fun

### Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

### ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

- EC Early Childhood
- KA Kids to Adults
- T Teen (13+)
- AO Adult (18+)
- M Mature (17+)
- NR Games that were released prior to the commencement of the ratings system are designated N-R.

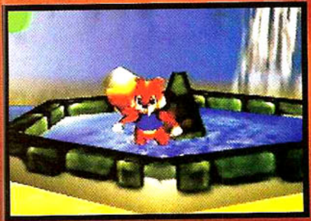
# PAK WATCH

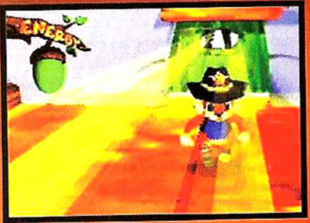
THE INSIDE SOURCE ON FUTURE GAMES

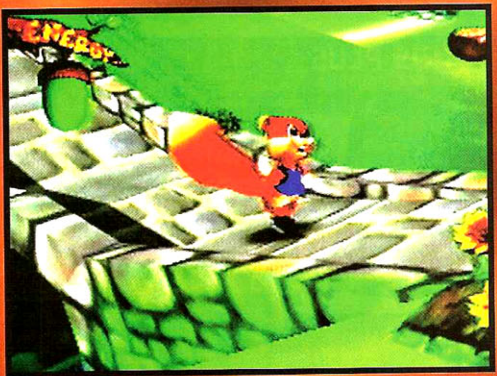
This month, Pak Watch covers the games and news from E3 in Atlanta, where Nintendo once again gave the video gaming world a glimpse of the future. From N64 to Game Boy, Nintendo covered all the bases and blew away the competition with quality, quantity and fun.

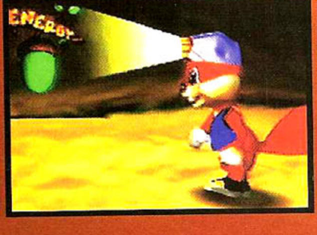
## CONKER'S QUEST

Conker the squirrel and his friend Berri, the chipmunk, may seem like cuddly forest refugees from a Disney movie, but in reality they are hi-tech pioneers exploring new territories of game play. As both developer and publisher for this exclusive N64 game, Rare dons a new hat, as well. But our focus is on the revolutionary qualities of Conker's Quest. The most remarkable thing is that the two heroes of this game respond to their surroundings like real people. Instead of behaving like automatons, which is what you get with most video game characters, Conker and Berri express emotions: curiosity, anger, happiness. They'll also point out things that you should notice, such as items or baddies. The second most remarkable thing about this game may be the sound. Rare incorporated surround sound so that players can hear the direction of an approaching enemy or a distant waterfall. The background music ranges from a sing-song Disneyesque melody in the fields where you begin the game to a more haunting theme when you enter the dark, dangerous forest. In both Conker's Quest and Banjo-Kazooie, the music shifts to reflect the state of current events. For instance, if you are suddenly threatened, you might hear a new bass part begin. You've got to hear it to believe it. Seeing is also believing. Conker's Quest may be the 3-D, 64-bit equivalent of Donkey Kong Country's ACM graphics. As for the game play, Conker and Berri's quest includes recovering more than 100 presents that have been stolen by a notorious gang of woodland hoodlums. There are four worlds, seven different vehicles in which Conker and Berri can ride, and numerous items, puzzles, mazes and the like. Movement and camera controls are based on the Super Mario 64 model. Play control was very smooth in the early E3 demo. Initially, Conker's Quest may seem a bit young, but when Rare stakes its name and reputation on a game, we tend to think that it will turn out to be an experience that will appeal to gamers of all ages and abilities. Proof of that will come in December when Rare hopes to launch this brave new squirrel.

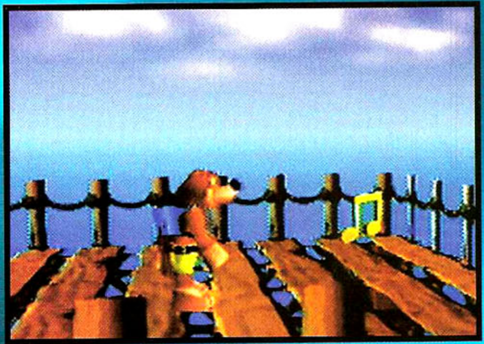


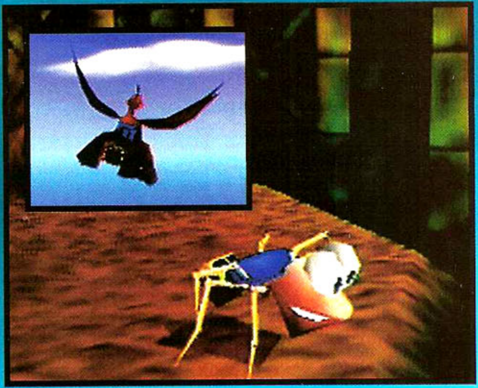




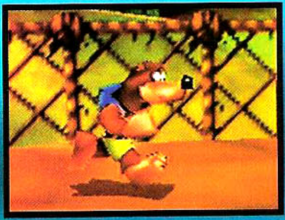


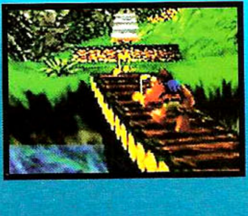
# BANJO-KAZOOIE

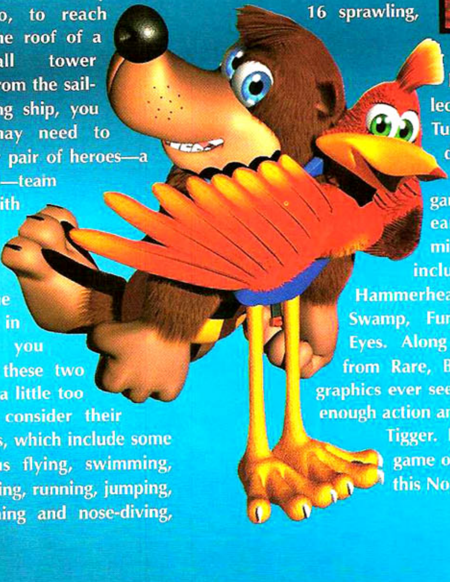


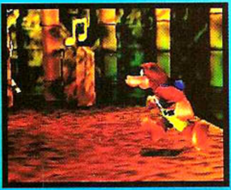


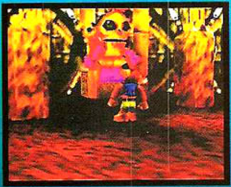
As a Nintendo Power reader, you were among the first gamers in the world to see Banjo-Kazooie unveiled in last month's E3 Preview. That first look came from video tape and still images sent to us from Rare in the U.K. But now, we've had a chance to meet Banjo and Kazooie in person and we've even begun exploring their wonderful world. The first thing you have to know about this game is that it behaves a lot like Super Mario 64. Play takes place in a third-person, behind-the-character perspective with shiftable camera angles. Your goal is to collect puzzle pieces and save Banjo's sweetheart, Piccolo. Other items you can collect let you perform different moves. For instance, Kazooie's flight is limited by the number of feathers you've collected. For each feather, you get a certain number of flaps. So, to reach the roof of a tall tower from the sailing ship, you may need to collect a dozen feathers. The unlikely pair of heroes—a Honey Bear and a Red Crested Breegull—team up to perform 24 separate moves, with either Banjo or Kazooie taking the lead. Since Kazooie lives in Banjo's backpack, the two are always connected, unlike the duo heroes of the Donkey Kong Country games. And in case you think these two seem a little too cute, consider their moves, which include some serious flying, swimming, climbing, running, jumping, smashing and nose-diving, and that's just before breakfast. Kazooie can even throw her eggs as a sort of messy attack. The variety of game play includes the Bear/Bird duo transforming into other creatures, such as a termite that can walk straight up walls and pass through small openings. That feat is the result of a spell from Mumbo Jumbo, a shaman who appears periodically in the game to help the pair. Banjo-Kazooie will have 16 sprawling, 3-D worlds, which you'll be able to access after collecting puzzle pieces. As in Turok: Dinosaur Hunter, you don't have to follow a linear sequence through the game, and you can return to earlier worlds to look for missed items. Those worlds include Mumbo's Mountain, Hammerhead Beach, Bubblegloop Swamp, Fungus Forest and Mount Fire Eyes. Along with Conquer's Quest, also from Rare, Banjo-Kazooie has the best graphics ever seen in a 3-D video game and enough action and exploration to wear out a Tigger. It should be the must-play game of the fall when it is released this November.



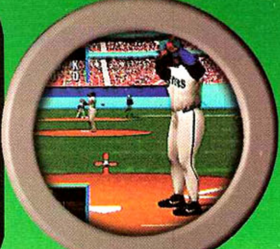








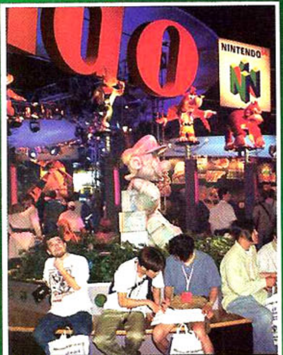
# PAK WATCH
## E3 REPORT



# LIVE IN ATLANTA!

*With world-class games on display for the N64 from Nintendo, Rare, Acclaim, Midway, Konami, and many other publishers, the Electronic Entertainment Expo in Atlanta turned out to be a huge N64 party. Within the vast 44,800 square-foot space of the Nintendo booth, you could play Star Fox 64 in Arwing fighters with built-in Rumble Pak seats, pose as James Bond, complete with tux, pistol, and beautiful sidekicks, be one of the first people in the world to taste the magic of Banjo-Kazooie and Conker's Quest, pitch to Ken Griffey, Jr. from a virtual mound, check out a Lamborghini Diablo or, maybe, for a change of pace, wrestle a few stars from the WCW. Nintendo pulled out all the stops to show their guests from the media, retail sector and the gaming industry some Southern hospitality. This month's Special E3 Pak Watch Report covers all the action and news for Nintendo players from the land of the rising peach.*

**Mumbo Jumbo welcomed players to the Nintendo booth.**



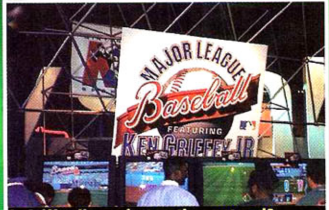
**Michelangelo's Mario in marble.**

### NINTENDO RULES AGAIN

Quality pays, and Nintendo proved it. In just nine months since the introduction of the N64, more than 2.8 million players have joined the next generation of Nintendo gaming. The installed base of N64s has long surpassed the Saturn and nearly caught up to Playstation, even though both those game systems were released an entire year ahead of the N64. The result is that Nintendo now holds more than a fifty percent share of the entire video game market, thanks to players like you who know a good game when it smacks you in the face. And the good times are just starting to roll.

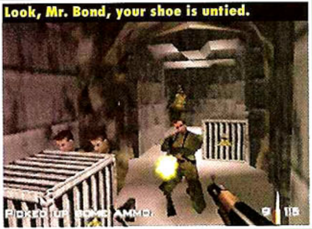
### THE BIG N

Nintendo's lineup contains some of the best games ever seen, such as Star Fox 64, GoldenEye 007 , Banjo-Kazooie and Major League Baseball Featuring Ken Griffey Jr. Players also tried out the wickedly challenging Tetrisphere and saw video previews of Mr. Miyamoto's highly anticipated Yoshi's Island 64, Zelda 64 and F-Zero 64, which will probably be released in early 1998. Game Boy pocket's new color lineup will have the company of some great new games, such as Wario Land 2, Ken Griffey Jr. Presents Major League Baseball, Donkey Kong Land 3, Tetris Plus and James Bond 007. You'll also find a ton of Game Boy Player's Choice games hitting the stores, including Metroid II, Dr.



**Is Griffey live or just motion captured?**

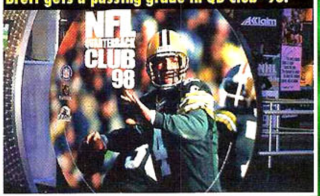
**Look, Mr. Bond, your shoe is untied.**



Mario, and Donkey Kong Land. On the Super NES, more classics will return, such as Super Metroid and F-Zero along with two new arcade classics, Arkanoid and Space Invaders. Although the Nintendo 64 Disk Drive didn't debut at E3 as was rumored, it will appear at Nintendo's big show this fall and should be released first in Japan by spring of 1998.

## ACCLAIM ON A ROLL

With the success of Turok: Dinosaur Hunter, Acclaim hasn't rested on its laurels. In fact, the next two games from Acclaim might be even better than Turok. Sports fans won't believe their eyes when they see NFL Quarterback Club '98. It is the first North American N64 game to use the hi-res mode, which doubles the resolution to 640 x 480 pixels, and it is frighteningly good. In our first real test play of QB Club, we were amazed to see how polished it was already, and the team at Iguana has another couple of months to tweak this game to perfection.



Brett gets a passing grade in QB Club '98.

Running plays when you can see all the action is a new experience when it comes to video football games. The characters look excellent and move smoothly over a very realistic grid iron. One cool extra touch is the inclusion of name tags that appear beside receivers during pass plays.

Although only one camera position was ready for E3, the final game will include half a dozen, plus a custom camera mode in which you set the precise height and angle of the camera. But when you're down on the field, what you really want is good play control, and QB Club manages that, as well. The controller set up is easy to learn and use.

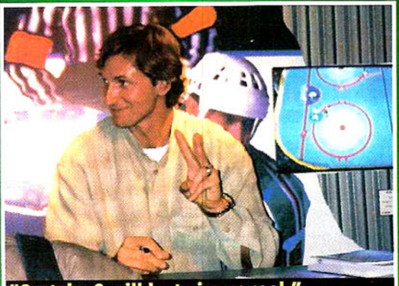
Perhaps the best part of all is that NFL Quarterback Club '98 will bring you all this quality for four players. Acclaim plans on releasing this champion in November. Acclaim also received plenty of acclaim for its futuristic racing game, Extreme-G. This N64 speedster was far more advanced than the previous version we had seen at Pak Watch. The tracks had complete textures and special effects, not to mention scattered items and enemy hover bikes to shoot at with your laser cannons. Control was still a little loose. Development of Extreme-G is taking place in Great Britain at Probe Entertainment and, since it's their first N64 title, it may take a little longer to complete than expected. Instead of being released in October as planned, we believe it will probably appear about a month later.

Acclaim didn't show any other N64 products at the show, but their upcoming lineup is extensive, including: Condemned, NHL Breakaway '98 Forsaken, Magic: The Gathering Coin-Op, Turok 2, Ultra Soccer, and WWF 6: The New Generation. Good looking PC versions of Forsaken and WWF were on display, but none of these games will appear for the N64 before 1998. If the quality of Turok, QB Club and Extreme-G is anything to go by, this lineup will be full of gems.

## THE KING OF COIN-OP

Midway is the undisputed king of coin-op, the aristocrat of arcades, not to mention the duke of dunk. So it should come as no surprise that Midway's big announcement was a new hoop game called NBA Hardwood Heroes. Unlike the Jam and Hangtime series, Hardwood puts five players on each side for a true NBA sim. This game features all the players and teams, full seasons, multi-player mode, trades, custom players and a fast-action, behind-the-basket perspective.

For excitement, nothing beat out the San Francisco Rush area of the Midway booth, unless you're a hockey fan and you got a chance to say hi to the Great One himself, in town to help promote the second N64 hockey game bearing his name, The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98.



"Gretzky 2 will be twice as cool."

Mortal Kombat Mythologies
Sub-Zero
Sub-Zero

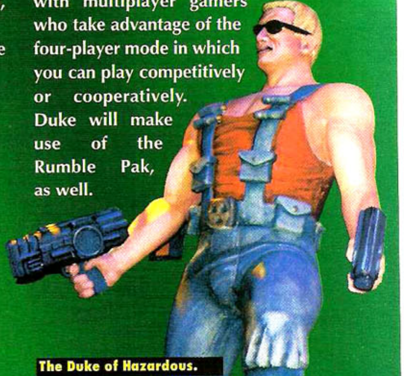
Mortal Kombat keeps on going.

For Mortal Kombat fans, the first sight of Mortal Kombat Mythologies: Sub-Zero, was the big event, although meeting live characters from the MK series was a close second.

We also took a look at Quake, based on the smash PC hit from Id. This 3-D shooter features plenty of dungeons and danger, but the graphics were early and unrepresentative at this stage.

## NUKE THE DUKE

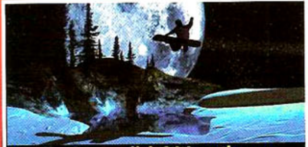
Duke Nukem 64, coming this December, boasts several new areas not seen in the PC original, some new bosses and enemies, eight wicked weapons and a slight dressing up due to Nintendo's rules concerning nudity. Of course, Duke Nukem is more about hamburger than cheesecake anyhow, and this game will probably score a Mature rating. It will also score with multiplayer gamers who take advantage of the four-player mode in which you can play competitively or cooperatively. Duke will make use of the Rumble Pak, as well.



The Duke of Hazardous.

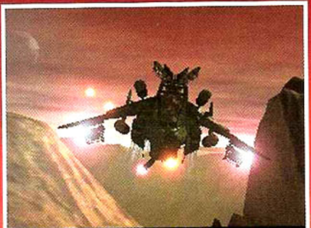
## KEMCO SURPRISES

Top Gear Rally got plenty of attention at E3, which is understandable since it is probably the prettiest racing game ever.



Boarding by moonlight? It's on the way.

But Kemco had other surprises in store, as well. The video demo of Twisted Edge Snowboarding playing on a giant screen TV wins the award for most incredible graphics at the show. Boss Game Studios should be bronzed. Enough said. A final Kemco surprise came in the form of an unexpected demo tape of Knife Edge, a game in the works at Kemco in Japan using an artist in the U.K. This sci-fi game puts you in command of a planetary assault fighter that gets dropped by a space carrier. Stages are scrolling corridors as in Star Fox 64, but the look is both alien and realistic.



Knife Edge lets you Rambo in outer space.

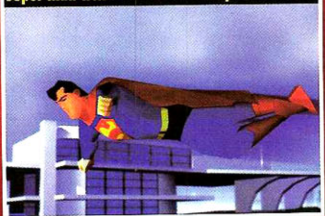
## THE NEW THQ

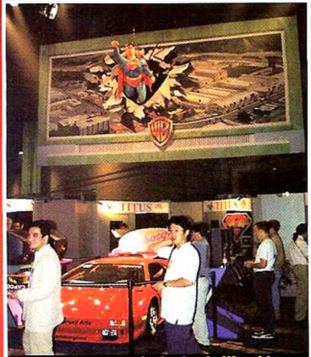
THQ has dropped the dot from its name and taken a vow of quality for their upcoming N64 games. WCW vs. NWO: World Tour is coming along like gangbusters and even the real wrestlers are getting into the act. Several of the stars showed up at the Nintendo booth to challenge each other in a virtual, N64 match. The great thing about this game is that it's fun whether you like wrestling or not. We also learned that virtually all of the moves, as improbable as they seem, are actual moves used by the pros. This game will drop in October or November. THQ's second game, also coming from a Japanese developer, was much further along than we expected. Quest 64 (still a working title) now includes enemies, spells, weapon attacks and wide open stretches of territory. Finally, THQ announced that it will create a Game Boy game based on The Lost World.

## TITUS MAXIMUS

Being small isn't necessarily a bad thing. Titus, a French publisher and developer of games, is proving that on the N64. Lamborghini 64 should be finished by this fall and made a surprise appearance at the show. (Titus was expected to show only video.) The one drivable track in Lamborghini was competitive compared to other N64 racing games and pretty realistic. Even more of a surprise was an early demo pak of Virtual Chess II. This chess game for the N64 will feature multiple figure sets and an animated battle chess mode. The chess engine being used by Titus has been in development over the past seven or eight years and has competed against IBM's Deep Blue on various formats. In fact, it once beat Deep Blue. As a 64 Megabit game, Virtual Chess II should also be priced right when it is released in the new year. A very early demo of Superman for the N64 was shown by Titus also. The game, due out by the middle of '98, could be the first to accurately reflect the man of steel. You'll fly over Metropolis in a vast 3-D world, then zoom down to save citizens and foil evil plots. Your weapons will be anything at hand, say a bus or tree, while evil doers attack you with Kryptonite. Finally, we saw an early screen of Quest for Camelot on Game Boy. The overhead adventure looks Zelda-ish, but it's still a long ways off and won't appear until the summer of '98.

Super Man will watchover Metropolis in '98.





Titus the fox never had wheels like this.

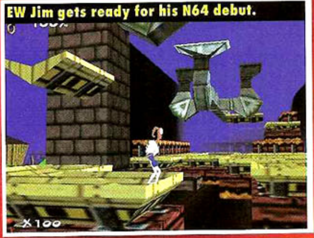
## KONAMI JAMS

NBA In The Zone '98 appeared only in PC form, but Glen Rice of the Hornets appeared in person to endorse the upcoming cage cart from Konami. (After touring the Konami booth, Glen headed over to Nintendo for some dogfighting on Star Fox 64.) Surprisingly, Konami hopes to have this five-on-five hoopster in the bag by the end of the year. No definite date has been set for The Legend of the Mystical Ninja, known as Goemon 5 in Japan, but Konami insiders say it will probably be early '98 with only a slight possibility of the title sneaking in under the '97 wire. Our first play test of the game made us want more. Besides the pretty graphics, Mystical Ninja gave us lots of freedom to move around, collect items and use different moves. Konami officially announced that it will release Nagano Winter Olympics '98 next January or February. A very early demo of the game ran in the Konami booth. The game will include Olympic sports such as luge, bobsled, speed skating, freestyle skiing, snowboarding, and ski jumping. The sites for the events are modeled in 3-D from the actual sites in Nagano, Japan. We have no new news on Dracula 3-D. The same tape first seen at the Tokyo Game Show was on display. Konami hopes to release the game in the first quarter of 1998.

Now, for the big news. The folks at Konami were stunned to receive a demo tape from Japan on the morning that E3 opened. On the tape was demo footage of an N64 game currently being called Hybrid Heaven. In fact, the game looks like it is based on Metal Gear, a brilliant NES game that combined combat and adventure. The video was one of the best looking demos we've seen, featuring excellent animation, richly textured 3-D stages and a wide variety of action. Some of the scenes almost looked prerendered. We expect to see the finished Hybrid Heaven by the middle of 1998.

## MORE NEWS FROM THE FLOOR

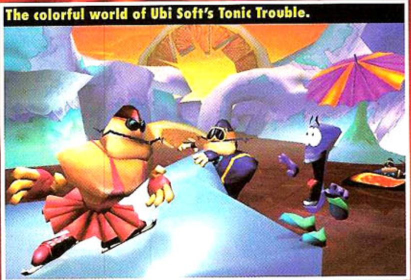
E3 always bustles with news of new games, publishing deals, games under development and lots of rumors. Although at Pak Watch we don't like to add grist to the rumor mill, some whispers are worth mentioning. For instance, although Capcom still hasn't announced any titles for the N64, it seems as if the long-time video game publisher and developer is working on several products. The rumors of N64 Capcom games range from Resident Evil to Mega Man and Street Fighter 3. None of the rumors have been substantiated by Capcom, however, so we just have to be patient for awhile.


EW Jim gets ready for his N64 debut.

No longer a rumor, Interplay's Earthworm Jim 3 is well underway. In Scotland, a company named Vis is making Jim come to life in 3-D.

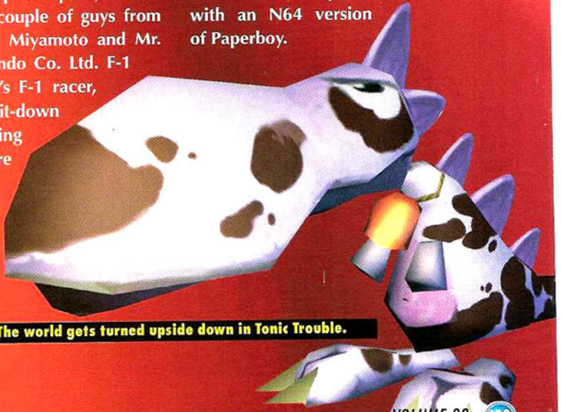
One company that is heavily into development is Hudson Soft. In addition to Bomberman 64, which was shown in a playable version at E3, Hudson also showed off Dual Heroes and a surprise game, Legion X, which places you in control of a battle robot in a maze where you hunt down other robots. As a multiplayer game, this one could be very cool, but the project is still early.

When the Shark bytes.


The colorful world of Ubi Soft's Tonic Trouble.

Ocean of America's Mission: Impossible has run into difficult times. Many of the original development team members are no longer with the project and a new group from Infogrames (Ocean's French partner) has come in to finish off the game. Ocean is still hoping to complete their mission by fall. We also saw the PC version of Space Circus at Ocean. The developers have taken a fresh approach to the graphics, mixing 3-D worlds and characters with a colorful, cartoonish style. A similar fresh approach was evident in Ubi Soft's Tonic Trouble. This game also was shown in a PC demo. When we showed up for a peek, we had to wait behind a couple of guys from Japan, namely Mr. Miyamoto and Mr. Imamura of Nintendo Co. Ltd. F-1 Pole Position, Ubi's F-1 racer, was hooked up to sit-down units with steering wheels for a more realistic driving experience. Speaking of steering wheels, we dropped by the folks at InterAct and checked out their new line of licensed N64 controllers. The Shark and Mako pads sport clear cases and sturdy, metal control sticks, and the Shark also has an auto-fire button. Although slightly larger than the standard N64 Controller, both InterAct controllers felt good and rumbled like winners in our test flight on Star Fox 64.

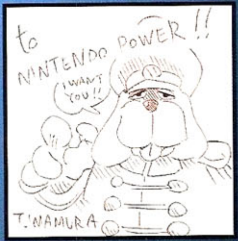
After months of hinting at several future games for the N64, Mc O'River revealed that two games are in development in addition to Aero Fighters Assault. One is a racing game and the other a realistic flight simulation. Paradigm Entertainment is working on both of the new titles. As for companies that want in on the N64 playfest, reportedly Lego has several projects in mind, Conceptual Realities' JungleBots may soon have a publisher, Maxis is planning on several Sim games to go along with the N64 Disk Drive version of SimCity, and Ocean's U.K. developer, DID, is working on several war sims under the family name, Electronic Battlefield of Tomorrow. Mindscape, once a Dream Team publisher, dropped plans to produce Monster Dunk some time ago but now has decided to proceed with an N64 version of Paperboy.


The world gets turned upside down in Tonic Trouble.

PAK WATCH
E3 REPORT

# THE GAME MASTERS

Nintendo Power was privileged to spend several hours chatting with three of the most creative and influential game development pros in the business during E3. Shigeru Miyamoto (the producer of Star Fox 64 and the father of the Mario and Zelda series of games), Benimaru Itoh (comic artist and designer of the EarthBound series of games), and Takao Imamura (the lead artist on Star Fox 64) discussed their theories of game development and experiences working on Nintendo games.


to NINTENDO POWER !!
I WANT YOU !!
T.IMAMURA

**NP:** *After today's Star Fox 64 competition, who would you say is the best Star Fox player: Mr. Miyamoto or Mr. Imamura?*
**Imamura:** I am the best Star Fox player in the world. Right now (laughs).

**NP:** *What's the best multiplayer strategy?*
**Imamura:** First, get the items like the bomb or laser upgrade. Then stay away from the other players and let them damage each other. Finally, swoop in and blast them out of the sky. Mr. Miyamoto just flies around the edges and gets hit (laughs).

**NP:** *Is there anything special we should know about the Star Fox characters?*
**Imamura:** We named Falco after Carlo Lombardi, a special effects man in Hollywood.
**Miyamoto:** And Pigma Dengar speaks in the Kansai dialect of Japan. In Kansai, people end their sentences with the word "dengar." So, it's sort of a Japanese joke.

MR. ITOH
MR. IMAMURA
MR. MIYAMOTO

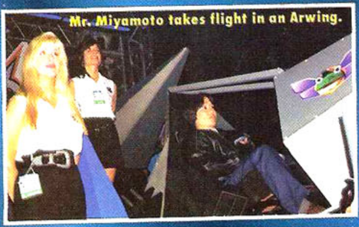
**NP:** *Did you like the English version?*
**Imamura:** It rated well with the Mario Club, but I didn't like the voice of Bill the Dog.
**Miyamoto:** We liked the version with English voices and Japanese text best (laughs).

**NP:** *Do you plan on using the Rumble Pak with many other games?*
**Miyamoto:** Future games and older games, too. In Japan, we're reprogramming Wave Race 64 and Super Mario 64 to use the Rumble Pak. In Wave Race, you'll feel every wave slap against the jet ski. As for Mario, you should feel the vibrations in many places. I think most of my games like Zelda 64 and Yoshi's Island 64 will make use of it.
**Itoh:** We'll probably use it in Mother 3 (EarthBound 64) in the battle scenes. But we've wondered if it might make the controller too heavy since RPGs take so long to play.

**NP:** *Why is the N64 such a huge success in North America and less of a success in Japan?*
**Itoh:** There aren't enough RPGs. I think they're waiting for games like Mother 3 and Pocket Monsters 64. It's also a matter of recognizable characters. Japanese players like to see the same heroes used and imitated over and over in games and comics. Since we make our own characters, like the animals in Star Fox, sometimes they're not as popular.

**NP:** *What makes the games from the EAD group at Nintendo so special?*
**Imamura:** Mr. Miyamoto's supervision. He doesn't involve himself with everything, but he knows when something should be done a certain way and he points that out.
**Miyamoto:** We have 20 to 30 people devoted to every title and they each give 100% to that game. I think it's their total concentration on the project that makes a difference, especially in the final months of development. That sort of attention to small details is pretty rare. We also have a great programming group called SRD within EAD. This is a separate company of about 200 people who work exclusively for Nintendo. They know the hardware inside and out.

**NP:** *How do you balance your duties inside EAD with the Dream Team projects at outside developers like Angel Studios or Paradigm?*
**Miyamoto:** It's getting to be tough. I work with about 400 people around the world on



Mr. Miyamoto takes flight in an Arwing.

more than a dozen projects at a time. That doesn't give me as much time to devote to the projects I want to spend time on, like Zelda 64. Fortunately, there are others who can take some of the load off my shoulders. Mr. Sawano now oversees Mario Paint 64 and all the N64 Disk Drive software except for Mr. Itoh's Mother 3.

**NP:** *When the N64 Disk Drive is introduced in 1998, what will be the first games for it?*
**Miyamoto:** SimCity. Mario Paint. Pocket Monsters and Mother 3.

**NP:** *Who is responsible for developing Pocket Monsters?*
**Miyamoto:** A small group at EAD came up with the idea, and it's been a huge success. There's even a Pocket Monster card game now, which is almost as big as Magic: The Gathering. Actually, the first Pocket Monster game for the N64 won't be an RPG. Instead, it will be more of an encyclopedia of monsters. The second Pocket Monster 64 title will be a new RPG.

**NP:** *How do you feel about including special codes in games for players to find?*
**Miyamoto:** Originally, codes were found in action games, like the old Konami code. Most people get the codes from other players, so it's not really part of the game. I prefer for players to find things in the games for themselves. I think in the future, on the N64 Disk Drive, we will be able to customize codes and secrets for different disks. It will be easy to have a thousand different codes, so all players have something special in their own games.
**Imamura:** I like the idea of special codes that give players a little gift—something special. But only if it doesn't take a long time to program (laughs).

**NP:** *How will Mother 3 make use of the N64 Disk Drive?*
**Itoh:** The game will make use of the writable disk in many ways. For instance, everything you do in the game can influence the outcome since the game can keep a record of virtually every step you take. Some of the fun things we'd like to do include letting players customize the faces of characters. You'll be able to choose from many different faces, or maybe you could use Mario Paint 64 to create your own face and put it on a Mother 3 character.

**NP:** *What can you tell us about Super Mario RPG 64 and Super Mario 64 II?*
**Miyamoto:** Super Mario RPG 64 has a team of about 20 people working on it now and it should be done by the end of next year. We're just getting started on the second Super Mario 64 game.

# RELEASE E³ FORECAST

| | |
|---|---|
| AERO FIGHTERS ASSAULT | FALL '97 |
| BANJO-KAZOOIE | FALL '97 |
| BODY HARVEST | WINTER '98 |
| BOMBERMAN 64 | FALL '97 |
| CLAY FIGHTER 63 1/3 | SUMMER '97 |
| CONKER'S QUEST | WINTER '98 |
| DRACULA 3-D | WINTER '98 |
| DUAL HEROES | WINTER '98 |
| DUKE NUKEM 64 | FALL '97 |
| EARTHBOUND 64 | SPRING '98 |
| EARTHWORM JIM 3 | SPRING '98 |
| EXTREME-G | FALL '97 |
| F-1 POLE POSITION | FALL '97 |
| F-ZERO 64 | WINTER '98 |
| FORESAKEN | WINTER '98 |
| HYBRID HEAVEN | SUMMER '98 |
| KNIFE EDGE | SUMMER '98 |
| LEGION X | WINTER '98 |
| MACE 64 | FALL '97 |
| MISCHIEF MAKERS | FALL '97 |
| MISSION: IMPOSSIBLE | WINTER '97 |
| MLB FEATURING KEN GRIFFEY JR. | FALL '97 |
| MK MYTHOLOGIES: SUB-ZERO | FALL '97 |
| NAGANO WINTER OLYMPICS '98 | WINTER '98 |
| NBA IN THE ZONE '98 | FALL '97 |
| NBA HARDWOOD HEROES | WINTER '98 |
| NFL QUARTERBACK CLUB '98 | FALL '97 |
| NHL BREAKAWAY '98 | WINTER '98 |
| QUAKE | FALL '97 |
| QUEST 64 | WINTER '98 |
| SAN FRANCISCO RUSH | FALL '97 |
| SPACE STATION: SILICON VALLEY | WINTER '98 |
| SPACE CIRCUS | WINTER '98 |
| THE LEGEND OF THE MYSTICAL NINJA | WINTER '98 |
| TONIC TROUBLE | SPRING '98 |
| TOP GEAR RALLY | FALL '97 |
| TUROK 2 | SPRING '98 |
| TWISTED EDGE SNOWBOARDING | WINTER '98 |
| UNREAL | WINTER '98 |
| WCW VS NWO: WORLD TOUR | FALL '97 |
| WCW NITRO | SUMMER '98 |
| WWF 6 | SPRING '98 |
| YOSHI'S ISLAND 64 | WINTER '98 |
| ZELDA 64 | SPRING '98 |

## Coming Next Issue.....

Volume 100, September 1997

# NINTENDO POWER

# 100th ISSUE CELEBRATION!

**Nintendo Power reaches its 100th spectacular issue next month, and we're celebrating big time with extra pages and special features. Join us for a look at blockbusters gone by and an exclusive peek at the awesome new N64 titles just over the development horizon!**

## 46 PAGES of N64 Previews!

Find out which hot new N64 games will keep your temperature rising this fall and winter!

## TOP 100 Best Codes Ever!

From invincibility to infinite ammo, from big guns to big heads, we pick the best video game codes of all time.

### Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Arkanoid: Doh It Again
9. Bass Master II
10. Bass Masters Classic
11. Bass Masters Classic Pro Edition
12. Bassin's Black Bass w/Hank Parker
13. Batman Forever
14. Boogerman
15. The Brainies
16. Breath of Fire II
17. Brunswick's World Tourn. of Champions
18. Bust A Move
19. Castlevania Dracula X
20. Casper
21. Chrono Trigger
22. Civilization
23. Clue
24. College Football USA '97
25. College Slam
26. Cutthroat Island
27. Demolition Man
28. Demon's Crest
29. Dirt Trax FX
30. Disney's Aladdin
31. Disney's Pinocchio
32. Donkey Kong Country
33. Donkey Kong Country 2
34. Donkey Kong Country 3
35. Doom
36. Dragon View
37. EarthBound
38. Earthworm Jim
39. Earthworm Jim 2
40. Emmitt Smith Football
41. Family Feud
42. FIFA Soccer '96
43. FIFA Soccer '97
44. Final Fantasy II
45. Final Fantasy III
46. Final Fight 3
47. Frank Thomas Big Hurt Baseball
48. Frantic Flea
49. Gearheads
50. Harvest Moon
51. Illusion of Gaia
52. Incantation
53. Indiana Jones' Greatest Adventures
54. Judge Dredd
55. Jungle Strike
56. Jurassic Park 2
57. Ken Griffey Jr. Presents: MLB
58. Ken Griffey Jr.'s Winning Run
59. Killer Instinct
60. King Arthur & the Knights of Justice
61. Kirby Super Star
62. Kirby's Dream Course
63. The Legend of Zelda: A Link to the Past
64. Lemmings 2
65. Lobo
66. Looney Tunes B-ball
67. The Lost Vikings
68. The Lost Vikings II
69. Lufia II
70. Madden NFL '96
71. Madden NFL '97
72. Magic Boy
73. Mario Paint
74. Marvel Super Heroes in War of the Gems
75. The Mask
76. Maui Mallard in Cold Shadow
77. Mechwarrior 3050
78. Mega Man X
79. Mega Man X2
80. Mega Man X3
81. Mega Man 7
82. Might & Magic III: Isles of Terra
83. Mighty Morphin Power Rangers: The Movie
84. Mohawk & Headphone Jack
85. Monopoly
86. Mortal Kombat II
87. Mortal Kombat 3
88. Mr. Do!
89. Ms. Pac-Man
90. Mutant Chronicles: Doom Troopers
91. NBA Give 'n' Go
92. NBA Hangtime
93. NBA Jam
94. NBA Jam Tournament Edition
95. NBA Live '96
96. NBA Live '97
97. NFL Quarterback Club '96
98. NHL '96
99. NHL '97
100. Ninja Gaidan Trilogy
101. Ogre Battle
102. Olympic Summer Games
103. Oscar
104. PGA European Tour
105. Pitfall
106. Power Piggs of the Dark Age
107. Power Rangers Zeo: Battle Racers
108. Prehistorik Man
109. Primal Rage
110. Prince of Persia 2
111. P.T.O. II
112. Realm
113. Revolution X
114. Road Rash
115. RoboTrek
116. Romance of the Three Kingdoms IV: Wall of Fire
117. Samurai Shodown
118. Scooby Doo Mystery
119. Secret of Evermore
120. Secret of Mana
121. SimCity
122. SimCity 2000
123. Space Invaders
124. Spawn
125. Star Fox
126. Star Trek: Deep Space Nine
127. Star Trek: Star Fleet Academy
128. Street Fighter Alpha 2
129. Street Fighter II
130. Street Fighter II Turbo
131. Stunt Race FX
132. Super Black Bass
133. Super Bomberman 2
134. Super Mario All-Stars
135. Super Mario Kart
136. Super Mario RPG
137. Super Mario World 2: Yoshi's Island
138. Super Metroid
139. Super Punch-Out!!
140. Super Star Wars
141. Super Street Fighter II
142. Swat Kats
143. Tecmo Secret of the Stars
144. Tecmo Super Bowl III: Final Edition
145. Tetris & Dr. Mario
146. Tetris Attack
147. Top Gear 3000
148. Toy Story
149. True Lies
150. Ultimate Mortal Kombat 3
151. Uncharted Waters New Horizons
152. Uniracers
153. Urban Strike
154. War 3010: The Revolution
155. Wario's Woods
156. WeaponLord
157. Wheel of Fortune
158. Whizz
159. Winter Gold
160. WWF Raw
161. WWF Wrestlemania: The Arcade Game
162. X-Men: Mutant Apocalypse
163. Zoop

### Game Boy

164. Adventure Island
165. Aladdin
166. Alien Games
167. Animaniacs
168. Asteroids/Missile Command
169. Battle Arena Toshinden
170. Battle Zone/Super Breakout
171. Black Bass Lure Fishing
172. Blues Bros. Jukebox
173. The Bugs Bunny Crazy Castle 2
174. Casino Funpak
175. Castlevania Adventure
176. Castlevania II: Belmont's Revenge
177. Centipede/Millipede
178. College Slam
179. Contra: The Alien Wars
180. Cutthroat Island
181. Defender/Joust
182. Desert Strike
183. Disney's Pinocchio

## TOP 100 Best Ambushes!

**Our GoldenEye: 100 Best Ambushes strategies will show you how a double-0 agent gets the job done. Stealthy and oh-so deadly.**

LEVEL-3
-LIFE-
207
X2
X8

## TOP 100 Best Games Ever!

**After much head butting and backroom dealing, the NP staff has come up with its picks for the 100 best video games of all time. See if your faves made the cut!**

# Player's Poll Contest

# 100s OF PRIZES

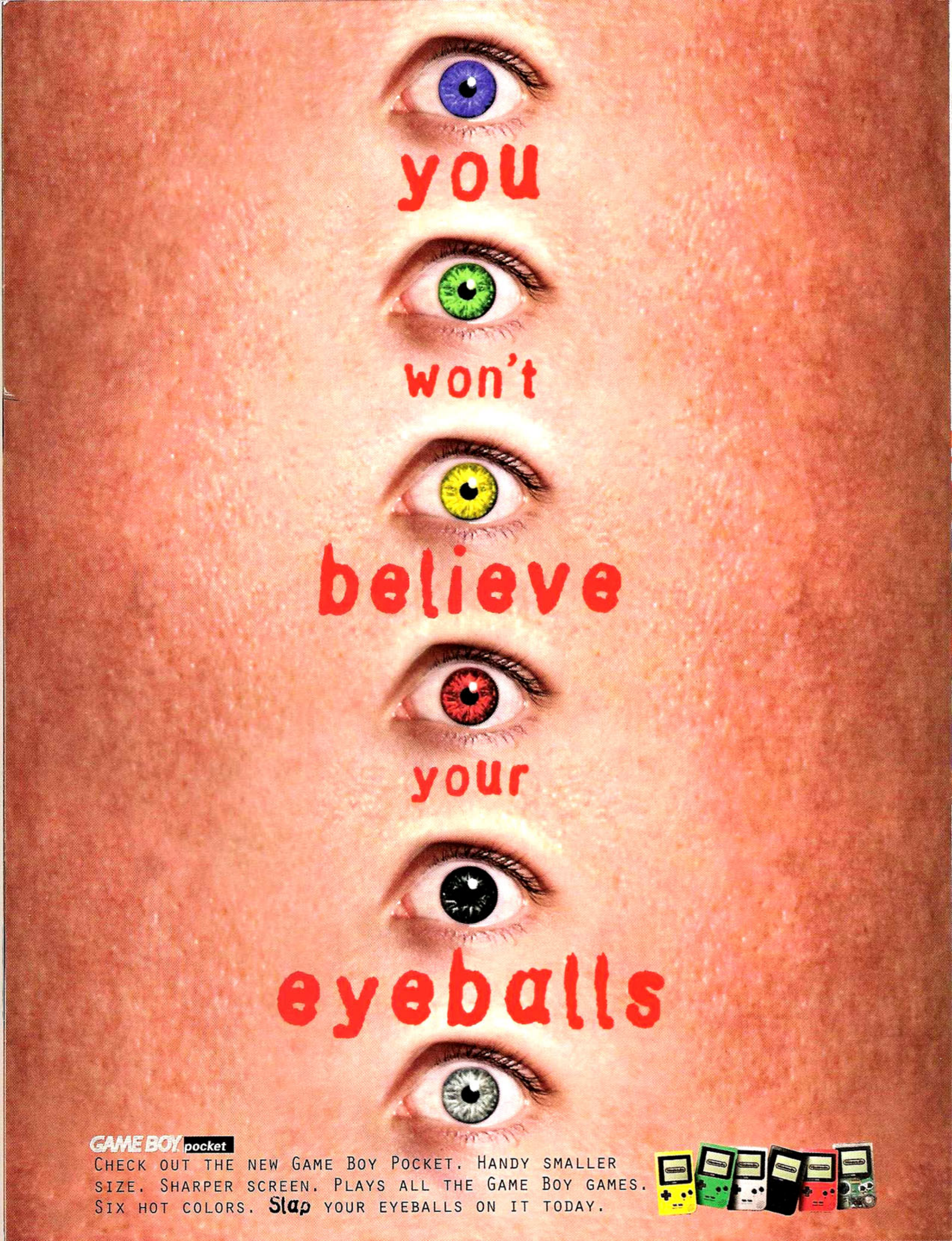
184. Donkey Kong Land
185. D.K.L. 2: Diddy's Kong Quest
186. Donkey Kong '94
187. Dr. Mario
188. DragonHeart
189. Earthworm Jim
190. Earthworm Jim 2
191. FIFA Soccer '96
192. FIFA Soccer '97
193. 4-in-1 Fun Pak
194. Frank Thomas Big Hurt Baseball
195. Galaga/Galaxian
196. Game & Watch Gallery
197. Hercules
198. Hunchback of Notre Dame
199. Iron Man X-O Manowar In Heavy Metal
200. James Bond 007
201. Jeopardy! Platinum Edition
202. Jeopardy! Teen Tournament
203. Jungle Strike
204. Jurassic Park 2
205. Ken Griffey Jr. Presents: MLB
206. Killer Instinct
207. King of Fighters '95
208. Kirby's Block Ball
209. Kirby's Dream Land
210. Kirby's Dream Land 2
211. Kirby's Pinball Land
212. Kirby's Star Stacker
213. Lamborghini American Challenge
214. The Legend of Zelda: Link's Awakening
215. The Lion King
216. Looney Tunes
217. Madden '96
218. Marble Madness
219. Mario's Picross
220. Mega Man
221. Mega Man V
222. Metroid II: Return of Samus
223. Mole Mania
224. Monster Max
225. Mortal Kombat II
226. Mortal Kombat 3
227. Ms. Pac-Man
228. NBA Jam
229. NBA Jam Tournament Edition
230. NBA Live '96
231. NHL '96
232. Nigel Mansell's World Championship
233. Olympic Summer Games
234. Operation C
235. Pac-Man
236. Paperboy
237. PGA Tour Invitational
238. Pocahontas
239. Prehistorik Man
240. Primal Rage
241. Qbert
242. Samurai Shodown
243. Solitaire FunPak
244. Space Invaders
245. Star Trek: Generations
246. Street Fighter II
247. Street Racer
248. Super Mario Land
249. Super Mario Land 2: 6 Golden Coins
250. Super Return of the Jedi
251. Superman
252. Sword of Hope II
253. Tazmania 2
254. Tetris
255. Tetris Attack
256. Tetris Blast
257. Tetris Plus
258. Tetris 2
259. Timon & Pumbaa
260. Tiny Toon Adventures 2
261. Titus the Fox
262. Toy Story
263. Track & Field
264. Urban Strike
265. Vegas Stakes
266. Wario Blast
267. Wario Land: Super Mario Land
268. WWF Raw
269. Zoop

### N64

270. Blast Corps
271. Buggie Boogie
272. Clay Fighter 63⅓
273. Cruis'n USA
274. Dark Rift
275. Doom 64
276. FIFA Soccer 64
277. GoldenEye 007
278. Hexen
279. International Superstar Soccer 64
280. Killer Instinct Gold
281. Mario Kart 64
282. Mortal Kombat Trilogy
283. Multi Racing Championship
284. NBA Hangtime
285. PilotWings 64
286. Robotron X
287. Star Fox 64
288. Star Wars: Shadows of the Empire
289. Super Mario 64
290. Turok: Dinosaur Hunter
291. War Gods
292. Wave Race 64
293. Wayne Gretzky's 3-D Hockey
294. Wonder Project J 2

### Upcoming Releases & Other Picks

295. Aero Fighters Assault (N64)
296. Aero Gauge (N64)
297. Arcade's Greatest Hits: Atari Collection (Super NES)
298. Banjo-Kazooie (N64)
299. Bio Freaks (N64)
300. Body Harvest (N64)
301. Bomberman 64 (N64)
302. Buggie Boogie (N64)
303. Chameleon Twist (N64)
304. Conker's Quest (N64)
305. Creator (N64)
306. Donkey Kong Land 3 (Game Boy)
307. Dracula 3-D (N64)
308. Dragon Quest VI (Super Famicom)
309. Duke Nukem 3-D (N64)
310. EarthBound 64 (N64)
311. Extreme-G (N64)
312. F-1 Pole Position (N64)
313. F-Zero 64 (N64)
314. Freak Boy (N64)
315. Game Boy Pocket
316. Jeopardy! (N64)
317. Kirby's Air Ride (N64)
318. Kirby 3 (Super NES)
319. Lamborghini 64 (N64)
320. Lego Racers (N64)
321. Mace: The Dark Age (N64)
322. Madden NFL '98 (Super NES)
323. Major League Baseball Featuring Ken Griffey Jr. (N64)
324. Marvelous: Another Treasure Island (Super Famicom)
325. Mischief Makers (N64)
326. Mission: Impossible (N64)
327. Mortal Kombat Mythologies: The Adventure of Sub-Zero (N64)
328. Mystical Ninja (N64)
329. NBA Live '98 (Super NES)
330. NFL Quarterback Club '98 (N64)
331. NHL '98 (Super NES)
332. Nintendo 64
333. Nintendo 64 Disk Drive
334. Pocket Monsters (Game Boy)
335. Quake (N64)
336. Quest 64 (N64)
337. Rev Limit (N64)
338. Robotech: Crystal Dreams (N64)
339. Rumble Pak
340. San Francisco Rush: Extreme Racing (N64)
341. SimCity (N64)
342. SimCopter (N64)
343. Space Circus (N64)
344. Space Station: Silicon Valley (N64)
345. Super Mario RPG 2 (N64)
346. Super Star Stacker (Super NES)
347. Tetrisphere (N64)
348. Timon & Pumbaa (Super NES)
349. Tonic Trouble (N64)
350. Top Gear Rally (N64)
351. Turok 2 (N64)
352. Twisted Edge Snowboarding (N64)
353. Ultra Descent (N64)
354. Unreal (N64)
355. Wario Land 2 (Game Boy)
356. Wayne Gretzky's 3-D Hockey '98 (N64)
357. WCW Vs. NWO: World Tour Quest (N64)
358. Wheel of Fortune (N64)
359. Wild Choppers (N64)
360. WWF Wrestling (N64)
361. Yoshi's Island 64 (N64)
362. Zelda 64


you
won't
believe
your
eyeballs
GAME BOY pocket

CHECK OUT THE NEW GAME BOY POCKET. HANDY SMALLER SIZE. SHARPER SCREEN. PLAYS ALL THE GAME BOY GAMES. SIX HOT COLORS. Slap YOUR EYEBALLS ON IT TODAY.